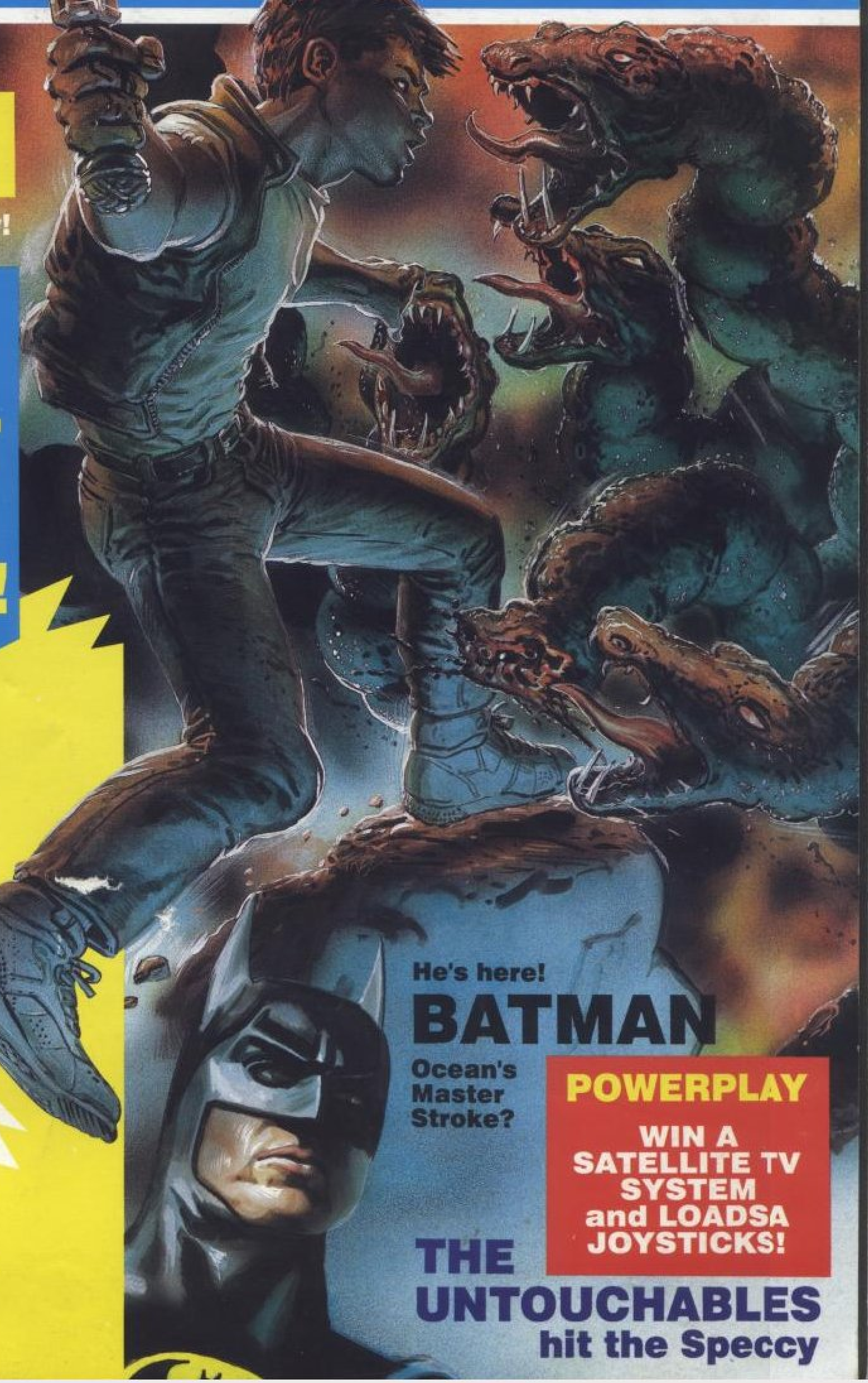
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CONTENTS

READY TO ROAR!

Stand by - here we come with another thrill packed issue, jammed to the seams with all the essentials for Speccy games addicts! We're just suffering the tail endl of the so-called Summer Slump, which explains why there's not the usual bumper bundle of reviews. But hold onto your thrill cells for next month when the CRASH Christmas Mega-Spesh arrives! It'll be 45p more than usual but definitely worth every penny! Just you wait and see what we've planned - you'll flip when you see it! Until then - get gaming!!!

Game Thrills

Start off with a bounce, courtesy of Ocean:

POGO



Badooooing! Move over Zebedee, here's Pogo - a sproingy character, the star of Ocean's second Power Tape game, and it's an absolutely addictive high!

Pogo is a small roundish kinda happening which just happens to have a springs for legs. Super bounce gets Pogo to leap and bound his way through 16 levels of pyramid power. Based on the arcade coin-op of old, Q*bert, Pogo has to be seen to be believed.

Pyramids built from 28 hexagonal-shaped steps in 3-D must have their top surfaces re-coloured to match the colour shown at the top-left of the screen.

To achieve this Pogo must spring from step to step, each touch down changing its colour. He'd better not spring too far — bounding off the edge of the pyramid loses a life!

Vicious creatures stalk the pyramids, and Pogo must do his best to avoid their attacks. Although devoid of fire power Pogo can leap onto hyperspatial spinners, located one each side of the pyramids. They transport Pogo to the top of the maze again, and get beasties to fling themselves off the edges to their doom as a bonus. Har har! (Evil laugh!!!).

Depending on the screen level, Pogo will have to change the colour of the steps once or twice. On the first five screens only one colour must be changed, but from screen five onwards two! Blee! And Pogo can whack up his bonus score for any hyperspatial spinners not used. Good for him, eh?

CONTROLO-GO-GO

Put a spring in your step using keys 1 = up/left, zero = up/right, Caps Shift = down/left, Break = down/right. Which is all very well on an old rubber 48K jobbie, but on any other Speccy might prove a bit tricky: so use a joystick! Pogo is compatible with Kempston, Sinclair or a Protek interface.

Play this and Christmas need never come...

THRILLS ON TAPE

Find your Power Games:

SIDE A:
POGO
SAM STOAT
SIDE B:
CHILLER
ACTION FARCE II
POKEMANIA

Check the inlay for loading instructions. Should your tape prove faulty, send it in its box to: **CRASH TAPE CLINIC NOVEMBER (70), SPOOL LTD, First Avenue, Deeside Industrial Park, Clwyd CH5 2NY**
A working Power Tape will bounce back to you!

Freeze your blood...

CHILLER



from Mastertronic

Remember Thriller, the video with Michael Jackson? (Ancient history, we know...) Unbelievable though it is, Chiller is a story which, yes... we know: life can ape art...

Action starts in a forest, moves to a cinema, ghetto, a graveyard and finally a shack (well, actually a mansion now).

Chiller has a touch of the old Hollywood horror film: boy meets girl, boy loses girl to the gremlins, boy (this is your bit now) sets off to rescue his girl before she... Erm, before it's too late.

To get down to basics: Chiller is a platform game played over five screens. Start off in a forest with the task to collect all crosses scattered around, while avoiding contact with any of the ghouls, including (believe us) just about anything that moves. Collide with 'em and your energy, shown on a bar line, decreases.

You only live once, so it's important to keep your energy levels high, — done by eating mushrooms (not the purple ones — they look rather unpleasant and actually make you ill).

If you've collected all the crosses you can move to the next screen. On every screen the same horror awaits you: collect the crosses, eat the mushrooms and avoid the ghouls. A neverending nightmare. Should you, against all odds we must warn you, escape from the forest, you must battle your way through the next four screens before you have any chance of rescuing your girl — and dare we say it: indulge in a bit of snogging.

Unfortunately your dream come true has rather stupidly taken up a position on the roof of the Mansion. We can all be forgiven for panic decisions, but having collected all the objects and climbed up to meet her expecting

A-burgling we go...

SAM STOAT

from Gremlin Graphics

We've had Moles, Birdies and diddery old men from Gremlin on the CRASH Power Tapes, and now here's a Stoat! A bit of a rascal is this burglar, and he's gonna give you the chance to muck about in the snootiest residences of Gremlinville!

In the poshest street in town there are four houses; Sam has to enter one of the four houses (house one easy, house four hard), and locate a bomb plus match to blow the safe, and escape. Escape is only possible if you have collected the diamond necklace carelessly left lying on the floor. Finding the bomb means it will follow you around. Points are awarded for picking up any other valuables you may come across.

Each house has a series of rooms interlinked with each other, but the inhabitants all have a severe dose of sleepwalking, and are joined by other other odd creatures like vicious gnomes, drunks, bouncing bed springs, spiders, bats and more.

They tend to eat away Stoat's energy, indicated bottom of screen by a 'Bloodometer'. Finding Stoat Healing Elixir will replenish it.

Once the diamond has been collected, Sam can leave the house through the mousehole, and find himself by a large lake with five pillars standing in it. The three middle ones rise and fall in a rhythm which makes leaping from one to the other rather difficult, considering that falling into the water is fatal.

Sam's adventures take him through 80 screens, 20 per house. If he blows the lot sky high he'll be the richest stoat alive (which isn't too difficult, as Stoats are renowned for carrying zilch money around!)

STOATING ABOUT

To control Sam Stoat, use either Kempston or Sinclair joystick interfaces. On keys use Q/W left /right, P/L up/down B to SPACE to jump or enter a house.







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a break you discover there's no Hollywood happy endings here. Escape you must, and go through it all again if you want to get home safely. By the way, if you have time to care: Points are allocated according to the number of crosses you collect.

CONTROLS THAT GO BUMP!
Take your choice - use keys, Q,W,E,R,T / Y,U,I,O,P left/right, H to ENTER to jump, or tackle the horrors with a joystick using Kempston, Fuller, Cursor, or Sinclair interfaces.

ACTION FARCE II

ANOTHER STUNNING CRASH READER GAME!!

By Nutty Software

And now for something completely different and...nutty: a wonderful mickey-take of Action Force II! Farce or not, it's kool.
Take a look in the mirror, what d'you see? You! Yes, you're S.P. O'Nadge (say it out loud...) hero for a day! Well, a hopeful hero, as you set out to defeat enemy forces in the latest piece of military equipment — the Bouncytank (makes you feel confident; really hi-tech).
Cue music, sound effects, wide screen: It thunders across the countryside! It rampages through the towns! It leaps tall buildings with surprising agility! Impressed? Erm, yeah. This tank can jump! Sadly it can't fire — you forgot to collect the shells...! Another techno reason why the Bouncytank can't fire is due to its cannon being made of rubber, — the wobbles as the tank moves... Seriously, what we have here is a neat platform game, with puzzles to solve here and there.
Objects scattered around help you complete them, and a scrolling message at the top gives you clues.
Items are picked up as you go over them - unless the cargo space is full. To use, drop, or leave an object use the Function option which leads through into the menu and a graphic display of the cargo hold. However, due to a, erm, 'programming difficulty' (it says here, it IS a farce, after all) once an object is dropped it cannot be picked up again. To get round this problemette, simply jump up, and press the function key before you hit the ground. You should now be able to pick the item back up!
Trek through the maze of screens, and at the end of the chaos you hit upon a piggin' huge tank - which you must destroy (Squeal!). Move on out!

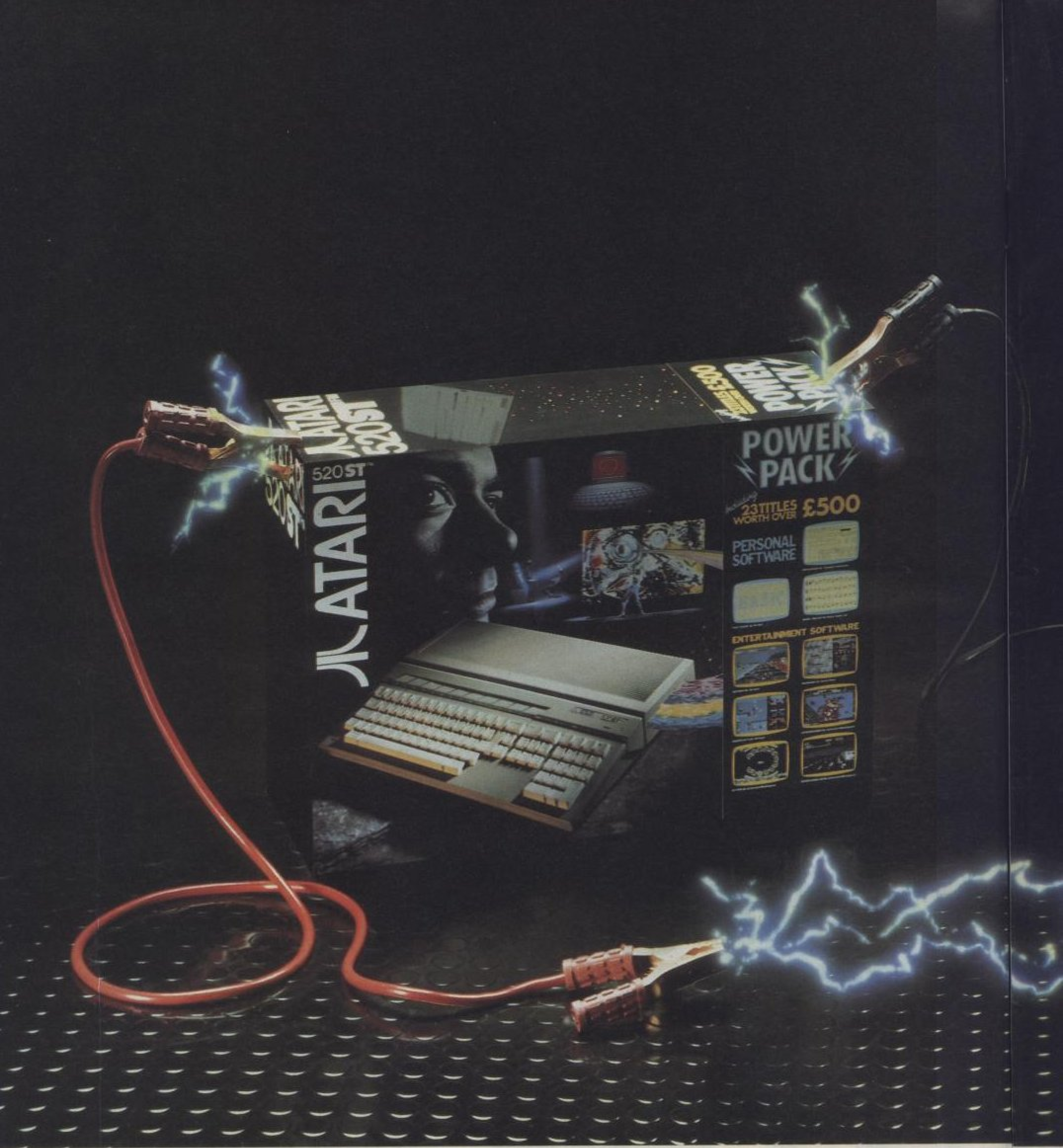
CONTROLLING YOUR BOUNCYTANK
Keyboard controls only, but at least they're definable. You need up, down, left, right, jump and a function key.

TO GET YOU STARTED
So you don't end up getting stuck straight away here's some hints to get you round the first puzzle:
On the first screen pick up the oil can on the far left of the screen. Go right until you come up against a wall. See the clue message - 'Oi'll help you'? Good. Select function and USE the oil can here. Hey presto! The wall has vanished! Just like that. For my next trick...

JUST HOW NUTTY IS NUTTY?!
Reasonably nutty, that's all. Nutty Software, who produced Action Farce II are Colin Davis, Philip Clayton and John Hailing from Liden near Swindon. Colin is apparently 'very good at everything' and did most of the code and graphics, and John helped with the code and provided heaps of tea for Phil who also worked on the coding. At the moment they're working on a few more humorous games, including a sequel to this. They're hoping to take up programming as a job, so if any software houses like the look of this, give CRASH a ring and we'll pass you onto the Nutty trio.
John
Colin
Phil
(weird!)

POKEMANIA POUNDS ON!
Yes, more POKEs on tape: check out Nick's Playing Tips for details. It's all happening on page 31!


High Scoring-
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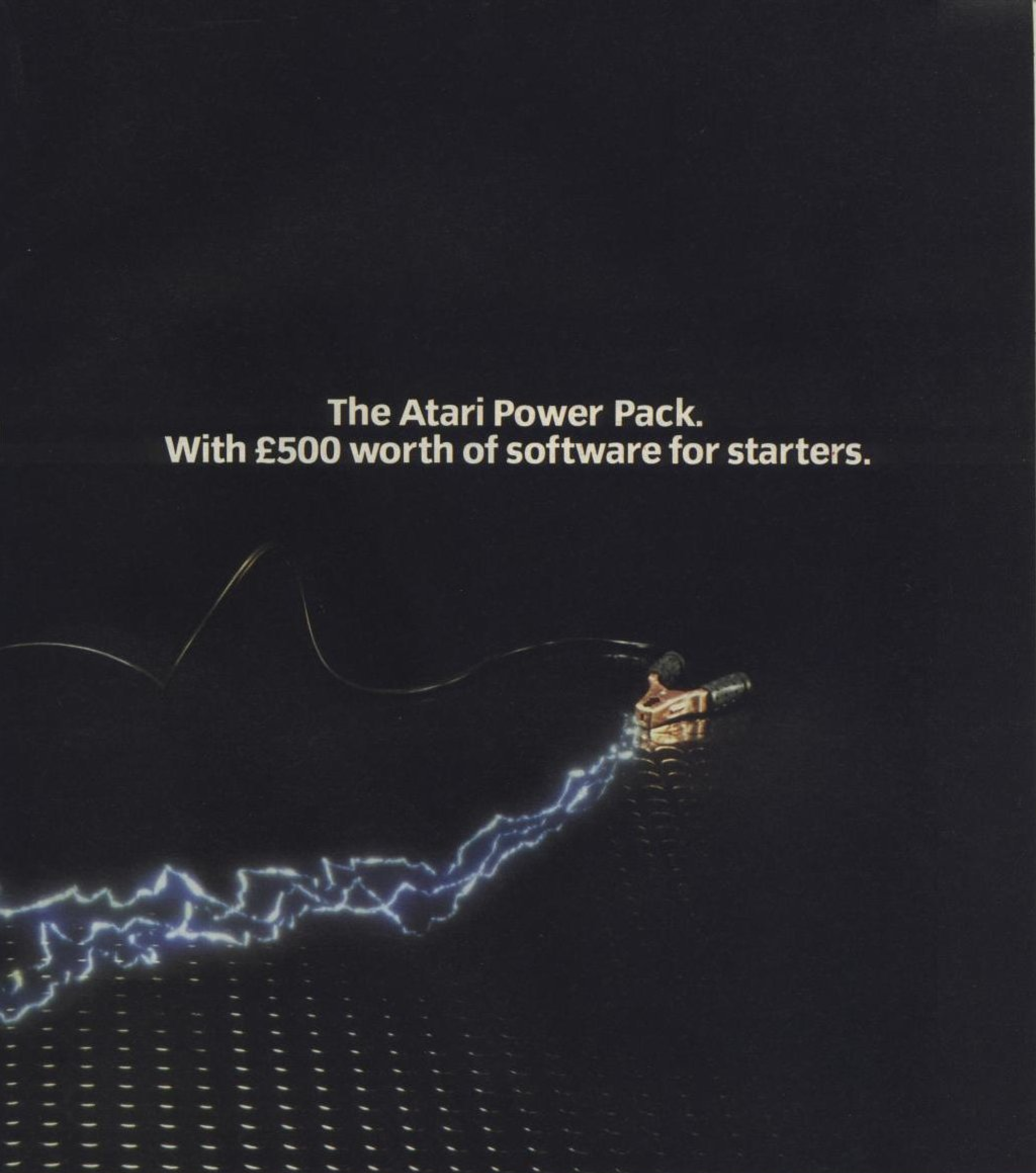




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ARCADE AC

Yes he's back. Madder, badder than ever! Mark 'Corky' Caswell takes a handful of coins down to London and samples a selection of new coin-ops to appear on these shores. Action stations...!

Crime City
Taito

No APB is called at the beginning of this action packed game, neither is a swanky black Porsche 928 Turbo in evidence. But the heroes of Chase HQ are back: Tony Gibson and Ray Brody are on the streets and looking for trouble. And trouble is never far away when you run around wielding a police badge and a huge Colt .45 automatic.

So alone or together the dynamic duo stalk the streets of this multi level game hunting down the criminals of Crime City. Jail breakers, knife-wielding punks, thugs living as if machine guns, shot guns or Magnums were the be it and end all, they all need to be apprehended or wiped out. It's sleazy and tough, and some underwcrld crawlies are meaner than others.

Arrest scum and that's good, but get your hands on drug hauls and points come flooding in. Bottles of booze top up flagging energy, but hitting certain riffraff gets you shortlived use of more powerful weaponry than usual. Where guns are useless, good old fashioned martial arts come









into play. Be prepared to slog it over bonnets and rooves of fast moving cars to get your target. Show 'em crime doesn't pay, and make coin-ops a fortune in the process. Crime City is a good old fashioned 'blast the baddies to bits' type game that will keep you pumping the fire button until you complete it. And watch out for the new Chase HQ game that should be appearing in your local arcade soon, it's great.





Sayani
Taito

Big league stuff this: Save the Solar System from the ravening alien hordes etc, etc. You've been chosen to be the brave pilot to kick some scaly backside, and there's no backing out. But you can take a friend along for the ride.

The fun starts on the Sun (really believable, guys, but this is an arcade game), where alien hordes greet you with laser cannon and missiles. Your ship being no slouch either, you let rip.



Alien fire isn't all you must dodge however. It's a case of avoiding from the frying pan into the fire: large sheets of flame leap up from the surface of the Sun (shades of Salamander), and huge boulders threaten to pulp you. Add to this the obligatory end of level nasty and it all sounds as if you've played this before.

There's as many levels as there are planets in the Solar System (work it out), and you get a choice which path to salvation you want to take. Sayani is played on two—screen 'cinemascope', which is not that novel — Ninja Warriors and Darius used three — but helps gameplay.yonder. Some very pretty back drops and tough end of level opponents are worth a few coins, but don't expect Sayani to hold your attention indefinitely. It really just boils down to a pretty shoot-'em-up.

Dragon Breed
Irem

Imagine R-Type set in a mythological land: This would be my rough description of Dragon Breed. Guide our brave little hero and his huge fire breathing protector through level after level of vile nasties whose only purpose in life is to kill you (I can't read Japanese, so I don't know quite why, probably because they feel very mean).

Your reptilian steed slings out a pretty mean fireball at the attacking waves, but keep the fire button down and a truly awesome bolt of energy shoots out and destroys all in its path. You aren't exactly helpless either, with a crossbow and and unlimited supply of arrows to shoot down agressors. But watch it, although the dragon is virtually indestructible, you aren't. Contact with attackers is seriously fatal and loses you one of your meagre stock of lives. Thank the gods: your dragon has a viciously mobile tail. It very effectively deflects attacks on your frail bod. Don't get too cocky though, the nasties come
in large swarms and aren't that easily swept aside.

As a with all good blast-'em-ups power pods can be collected from vanquised foes to increase your offensive and defensive capabilities. Graphically and sonically Dragon Breed is very good, and the action's fast and frenetic. Take a look next time you're down your local arcade.

U.N. Squadron
Capcom

Far away in a small country no one has ever heard of or cares about a criminal cartel calling itself Project 4 was born. Started by a group of villains who decided the best way to maximise their profits was to band together, it now threatens world peace.



A unit designed to crush the might of Project 4 is quickly formed and named the U.N. Squadron. You (and a friend, if you like) can join up: Take the role of any of three characters — Shin Kazam, Mike Simon and Greg Gates, each with different strengths and weaknesses and each piloting a different aircraft.

Destroy Project 4's base! It's heavily defended, with great tanks, gun turrets, missiles and helicopters pouring all the fire they've got at you. Battle is engaged on a detailed horizontally scrolling screen, and it's fast and furious. But nothing like the end of level superweapons! I only ever reached the end of level one and the missile spewing tank there was indestructible: maybe I'm not as mean and tough as I thought.

The main characters look like they've been lifted from a Japanese kiddies cartoon, but forget that. The rest looks and acts only too realistically. Definitely worth a blast!



Well that's it for this month. Thanks go to Kevin Williams at Electrocoin, and I hope we didn't cause too much hassle! Until next time — just keep blasting.

Live Circuit

Views ● News ● Jetman ● Forum ● Classifieds ● Winners ● As compiled by Lloyd!

Halloween parties and preparing for Bonfire night is the main topic of conversation at the Towers, and what a pain (are you listening Roberts?). The 'jolly' CRASH team complete with Freddy Kruger masks keep sneaking up behind me while I'm hammering away at my Hermes, and scream BOO! EEEEEEECCCCHHHHKKK! The shocks wreck my nervous system - and mmikes ttipying evarr sOo dudfficulot. Kids! Pass the sedatives someone...

LETTER OF THE MONTH

CRASH WEDDING

Dear Lloyd
After all these years of buying CRASH (and believe you me it's an anniversary for me but I'm not telling which), I've finally bucked up the courage to write to you. I thought you'd like to know I'm probably one of the oldest CRASH readers, and guess what, I'm getting married this month, and he loves me for my Speccy games (okay, stop being sick out there because it's so... romantic). And no it's not the only reason, because we've both got different computers. His brothers have an Atari ST, and even his 84 year old granny likes computer games. So who said TV is killing the art of conversation?
Regards
Jan and the Mob, Romford Essex.
PS We need the £40 for more games (crawl, crawl)

Nice to hear that the Speccy and CRASH have brought you happiness, Jan. Don't computers stop civilised conversation? Judging by all the swearing in the Towers, I have my — AAAGH! Stop it, Roberts! Enjoy the wedding present!
LM

COMPLETE 007

Dear Lloyd
So Nick thinks it should be 'Licence to make the player jolly mad' does he?, I think it should be 'Licence to complete'. I am of course talking about Licence To Kill from Domark. After reading your review in CRASH issue 68, I thought 'oh good, a nice challenging game'. So I popped into my local computer store and forked out ten quid. When I got home I loaded up the game and had a few goes. About an hour later I had managed to reach the final level. After a further few attempts I had completed it. To prove it here is the message that appears — 'Well done James,



you have smashed Sanchez's evil drugs empire.' So how about it Nick?, by the way I think CRASH is brilliant.
Yours sincerely
Colin Chapman, Selkirk, Scotland

I personally think Nick lacks real arcade skills, and OUCH!
LM
Next time I'm in Selkirk, I'll show you just what I think of smartyboots — Nick

PUBLIC SPIRIT

Dear Lloyd
I am in the process of setting up a Spectrum Public Domain library at the moment, although I am still slightly short of contributions. Due to this I am appealing to fellow CRASH readers. The sorts of things I'm looking for are music utilities, games, pictures and fonts and any unusual programs. Anyone who submits a program will receive a free catalogue and some free programs of their choice. So if you want to contribute, or receive the catalogue just write (and send an SAE) to:

Robert Blackmore, Estate Stores, Hambleton View, Alder Close, Sturminster Newton, Dorset DT10 1AL

Nice initiative, Robert. Make sure all contributions are genuine reader originals, though! Or else...
LM

FOOTBALL DEBATE

Last issues letter from R. Clayton of E&J Software about the review of their game Treble Champions has brought in a fair amount of response. Wyatt Wendels from London agreed with E&J's points:

I personally am a football game freak and believe they should be given a fair go as there is usually more to see than the finances, results and team, and I feel that maybe two days playing a high quality game is not enough. Reading the review it appears it was written off on the fact that it was unoriginal. I find this makes no difference.

The Wiz from Liverpool obviously shares the sentiment:
He gave you a right rollicking didn't he? Well it's your own fault! If you employ reviewers who have closed minds on the subject, ie prefer shoot 'em ups, maze games etc, then you are bound to get biased reviews. I am an avid game player, from the likes of Double, Soccer Boss, Football Manager, Football Director, Footballer of the Year, Soccer Q to Premier League. I play the games for seasons on end so I get a good idea of how good or bad the games are.

But then P. Clayton (no relation) from Northants and proud owner of the old Football Manager makes his point:
Time goes by, and I decided to have a look at what the current scene had to offer. Treble Champions had a whole host of features, so I thought to myself: 'Look no further.'

He was disappointed:
I find it hard to believe that, in this day and age a company like Challenge (E&J) has the GALL to charge £9.95 for something which isn't even budget quality.
The overall speed of the game is a JOKE. The list of features IS impressive but there is no real gameplay or addictiveness. So it's back to Football Manager for me. Sorry,
Challenge. I'm sure you spent a lot of time on the program, I just wish you'd spent some more on the speed and gameplay.
And to cheer Nick Roberts up, The Wiz:
Might I add that the reviews in the same issue for Soccer 7, International Football, British Super League and The Footballer, are spot on, as these games are basically the same format as earlier seen from Cult.
There we go. More next month if opinionated enough.
LM

Moans, quibbles, silliness — just send it in for shredding to: Live Circuit, CRASH, P.O. Box 10, Ludlow, Shropshire SY8 1DB

CONTROL YOURSELF!

Apparently the new joystick about to appear from the Spectravideo stable is such an advancement on previous sticks they plan to call it a game controller (which is all a 'joystick' is at the end of the day). The Quickshot QS 129 Flight Controller looks neat and different. Control is achieved by placing your thumbs on the cursor and firebutton, holding the device in both hands like an outlandish steering wheel. Could be great, could be uncomfortable. We'll have to give it a CRASH test soon. The marvel of modern technology will be available soon for £12.50 from all good stockists.

TENGEN DUO DUE

Raring to go after Tengen's *Toobin'* and *Hard Drivin'* (see this month's previews) are *Cyberball* and *Escape From The Planet Of The Robot Monsters*.
***Cyberball* is set in the not too distant future when the game of Gridiron Football has been taken over by huge robots many times the size of a man. The game remains the same, move the ball up the pitch and score a 'touch down', but here the the ball is...a bomb. Spend too long faffing around and BOOM, one barbequed quarterback.**
***Escape From The Planet Of The Robot Monsters* sounds like a B-Movie and has either Jake or Duke (two hip 'n' trendy lads) — choose which you want to be — descend to the surface of Planet X to thwart the plans of the evil Reptilons. These are nasty alien creatures who have enslaved a bunch of humans and are forcing them to build a robot army to invade Earth. Both will be released early next year, and both will be absolutely brilliant, totally... snip.**

GREMLINS IN A BOX!

Gremlin, those nice people who brought you *Sam Stoat* this CRASH, are poised to release *The House Mix*, a fabbo compilation: *Artura, Techno Cop, Motor Massacre, Skate Crazy, Night Raider* and *Dark Fusion*. Sounds like a great value box of goodies. *The House Mix* should be in the shops late October.

'ERE WE GO — AGAIN...

'Ere we go, 'ere we go, 'ere we go... Yes, another footy game has just been announced. Not deterred by the opposition Screen 7 have signed up Vinnie Jones, hurrah... what do you mean who's Vinnie Jones - he's the star player of Leeds Utd. The game will be programmed by Emerald Software and titled *'Vinnie Jones Soccer Spectacular'* We hope so. Release date should be November.

THALAMUS' ONSLAUGHT!

Crikes! Thalamus are back – back! Producers of Sanxion: The Spectrum Remix **are back in action in a couple of months with a bountiful line up of wizzo Speccy games set to thrill and amaze.**
The big one to look out for is a mammoth arcade adventure called The Search For Sharla **and is based on a similar theme to the classic** Lords Of Midnight, **using walk-through graphics.**
Also planned is Mindroll: Que-dex USA, **a conversion of the Commodore 64 (spit!) game** Que-dex **by EPYX in the States. Also there's the mega space blaster** Armalyte, **one of the best selling shoot 'em ups of last year. Screenshots soon..**

QUACK! (EEEEK!)

Alternative Software are set to release a £2.99 game based on the cartoon hero Count Duckular – everyone's favourite vegetarian vampire duck! Lock up your lettuce!!

ADVENTURERS IN RESCUE BID SHOCK!

Adventurers, RPGers and computer strategists everywhere, don't despair: Help is here! *nter Action*, a new home grown company set up by four of the most insane but adventurous people we know, aims to rescue stranded players ready throw themselves out the window.The Harlequin and Rob Steel (ex ZZAP and TGM adventurers), Auntie Marg (a very nice girl despite her liking for Trolls and Goblins) and Nik Wild (ex TGM media star — or so it says here) are the people responsible. What they offer is Inter Action membership, six bi-monthly A5 Harlequin and Steel dossier packed with news, reviews, hints, maps etc., access to a telephone helpline, plus an intermediate newsletter to keep you up to date on all the happenings in adventureland. All this for £5! Can't be bad, can it?
For further info call Nik Wild on 0584 74 250, or write to him at Inter Action, The Cottage, Ashford Carbonell, Ludlow, Shropshire SY8 4DB.

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COMIX

What's happening in comic land and what to look out for! Mark Caswell makes his choice

The Sensational She-Hulk
Marvel Comics, 70p Monthly
Jennifer Walters was petite defence lawyer until she ran foul of local mobster Nicholas Trask. His thugs tried to kill her but failed - only just. Luckily Jennifer's cousin Bruce Banner (aka The Hulk) came to the rescue, giving her a blood transfusion. Later in hospital Trask's goons tried again, only to find Banner's radiated blood given to Jennifer had turned her into a 6'plus green goliath.
Thus The Savage She-Hulk was born. The comic bombed in the States and everyone thought they'd seen the last of Shulkie. But Marvel have given her a second chance, and nine issues into the new series I think they made the right decision. Because even fighting baddies like The HeadMen, The Circus Of Crime and diabolical Dr Bong, her wicked sense of humour is very rarely shaken. The artistic and writing genius of John Byrne succeeds in portraying Miss Walters as a very human character despite facing totally preposterous villains. This is Marveldom, and Shulkie is one of my greatest heroines. Try her, you won't be disappointed.

The Punisher
Marvel Comics, 40p weekly, 70p monthly
The Punisher appears in several comics, a British weekly, two American monthlies (*The Punisher* and *The Punisher War Journal*) and several glossy graphic novels. The man behind the Skull emblem is Frank Castle - Vietnam vet and only survivor of his family's murder at the hands of the mob, now the black clad vigilante known and feared by crime bosses as *The Punisher*. A Punisher film starring Dolph Lundgren and a computer game by The Edge will be out soon to cement his popularity. Parallels between *The Punisher* and *Batman* can be drawn, but Mr Castle's methods of cleaning up the streets are more drastic. A good story with lots of gratuitous violence thrown in!

Aliens
Dark Horse Comics, £1.25 Bi-Monthly
It is several years on from Aliens, the movie where everyone bar Ripley, the young girl Newt and Space Marine Corporal Hicks perished. Newt is now a young woman confined to a mental hospital, and Hicks drifts in and out of trouble with everyone assuming he has somehow been infected bythe Aliens.
The comic follows their adventures and further encounters with the aliens in glorious mono. Worth a look.

There, something to get on with. More comix news soon!

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HORSE PREDICTOR is only £9.99. The most accurate predictor. Buy now! Send SAE and tape for Prisoner of War demo. PacificSoftware, 83 Stuart Road, Walton, Liverpool L4 5QT. Cheques to A.Melia.

MULTI-COPY is essential for owners of hardware back-up devices. It backs up the extra levels from almost all multi-load games (tape to tape) which the hardware cannot. Cheque/PO - £2.50 - G.Moss, 54 Lodge Bank, Brimscall, Nr Chorley, Lancs. PR6 8QU.

Forget the rest, use the best! This new, legal money making scheme is the best you'll find, and it's free!! Send a SAE to: Mr J.R. Dutton, 784 Liverpool Road, Ainsdale, Southport PR83QF.

VINSOFT would like to apologise for the delay suffered by our customers between August + September 1989. As explained, it was caused by a mix up + shortage of 'C15' cassettes which was out of our control and won't happen again. Thank you.

Boxing, strategy & simulation are all part of "Knockout" - 1/2 players, joystick, 12 different opponents, speech, music, great sound, months of fun. "What a bargain" - Spec. user, "Good fun" -C.C.Club, "8.5/10!" - Teletext. Orders now being taken for Christmas! 1.99: V. Vitty, 11 Willow Gr., Bare, Morecambe,Lancs.

"Grand Prix Riders"- A compellingly addictive, tense strategy game, based on the exciting world of motorcycle racing. "A must for strategy fans" - Spec. User. "9/10" - Teletext, "Mini masterpiece" - M.Cycle News. Orders now being taken for Christmas! £2.99: V. Vity, 11 Willow Gr., Bare, Morecambe, Lancs.

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MONEY, MONEY, MONEY! Lots of want to make loadsa money then se along with just 50p to Darren Stradi Sydney Avenue, Pennington, Leigh, Greater Manchester WN7 3LU.

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COMPO WINNERS

Find out how lucky you've been!

T-SHIRT COMPO MASTERTRONIC Issue 67

Here's the winners who will stun their friends in a fab a Mastertronic T-shirt:

D Major, Andover SP10 2DY; Francis Wood, Bradford BD9 6NT; Rowan Smith, Market Harborough LE16 9LD; Peter Wojtyczka, London E17 5JR; Sean Drury, Wakefield WF3 1SS; A Brown, London N2; Darren Otley, Co.Down BT23 5JQ; Lawrence Pycock, Maidstone ME17 4QB.

MAGNUM HOTLINE COMP Issue 67

Take aim, fire! Five become sharpshooters with a Magnum Lightgun and Games Pack!

Justin Nash, Newport NP6 2HU; Bryan Morton, Bangor BT19 1AE; Steven Fletcher, Newton Mearns, Glasgow; Steven Bennett, Essex CM3 4EG; M Brown, London N17 7QB;

GIMME THAT INDIANA JONES JACKET COMPO US GOLD/LUCASFILM GAMES Issue 67

And the winner who gets look like a hero with an Indy Jacket and Goodie Bag is:

Richard Miller, Edinburgh EH14 5SS.

Plus 15 runners-up close behind with an Indy Goodie Bag - filled with a film poster, Indy sweatshirt, a copy of the game and the Last Crusade novel:

A Danek, Bracknell RG12 4RT; Andrew Walsh, Chester CH3 6PN; Abigail Madams, Fareham PO15 6AS; Clare Jones, London W5 2SJ; Seamus Valentine, Castlewellan BT31 9AQ; Ian Taylor, East Kilbride G74 2HZ; Steph Kenyon, Penn WV4 5NA; Alex Delicado, London NW8 8ST; Garry Milne, Dundee DD3 0LR; A G Watt, Lhanbryde IV30 3JU; Brian Snow, Sheppey ME12 4DF Peter Wojtuczka, London 5JR; J P Warren, Pontypri CF3Y 3PA; R Carter, Birmingham B37 5AJ; Bar Mitchell, Falkirk FK2 7ES.

FLYING TONIGHT HOTLINE COMPO FIREBIRD/RAINBI ISSUE 68

Who gets the chance of a lif to have a day out at Micropr HQ with a chum and go flyin Miss Microprose and also to receive a goodie bag filled t brim with games, posters an shirts?

G P Wilkes, Leicester LE4

And the five runners-up get goodie bag too:

Colin O'Hare, Liverpool L6 Daniel Hallett, Pontypool N 8QH; Simon Rose, Covent CV2 3GL; Ian Ewington, Seaham SR7 0BL; Rick W Doncaster DN3 2LB.

DID YOU HEAR TH ONE ABOUT THE ELEPHANT AND T CRASH COMPO? SYSTEM 3 ISSUE 68

Three first prize winners get of family tickets to have a fu out at Chessington Theme P plus a copy of Tusker and poster.

Lee Hawson, Newark NG2 9QY; John Veness, Southampton SO2 4LR; Da Hitchcock, Rickmansworth WD3 4NB.

Ten of you get to play Tus while admiring the poster M Ward, Kent DA9 9DY; Pa Rothwell, Coniston LA21 8 Simon Robinson, Warringt WA2 8PU; Michael Kemp, Westerham TN16 3HG; Ga Gallagher, Newtownstewar BT78 4JU; Simon Downs, HU6 7EF; Alex Miles, Colchester CO3 3RB; Sim Rackstraw, Washington N 9EL; David Cormode, Maidstone ME15 9RW; Ma Williams, Walton-on-Tham KT12 1LL.

Look out for your name ne issue, you never know...

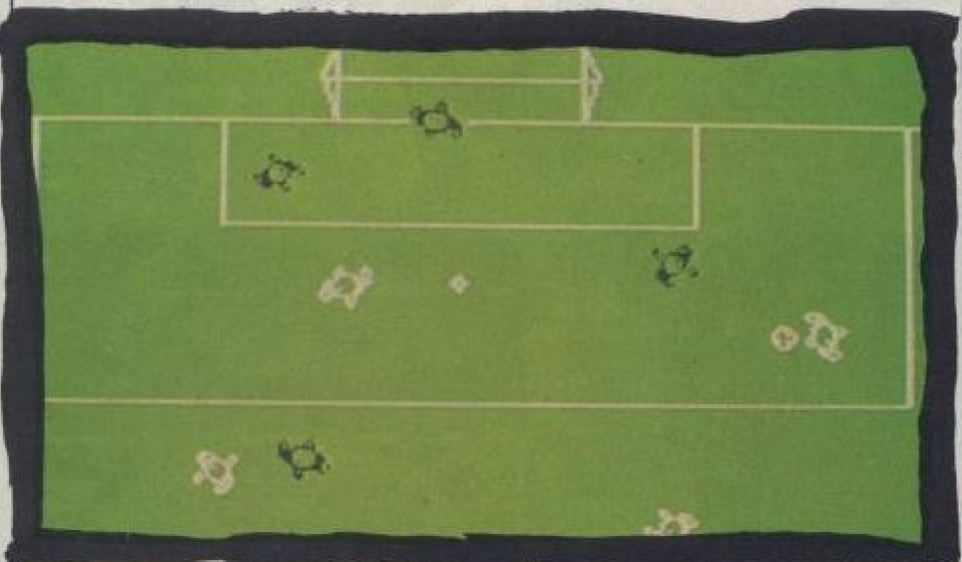

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PREVIEW

It's looking good for winter Speccy fun. A great soccer game from Gremlin, road action galore, a fistful of blast 'em ups and more! The Crash team give you the low-down...

FOOTBALLER OF THE YEAR II

Footballer Of The Year II
Remember the original *Footballer Of The Year* game Gremlin released in 1986? Well, over 400,000 of you should, because that's how many copies were sold. The sequel has taken a long time, but October should see the fruits of the programmers' labours. Again you'll have to use your skills as a player/strategist to make loadsadosh and become 'Footballer Of The Year', and Gremlin claim to have radically improved the game. Sounds like a must for all soccer fans!





SCORCHED TYRES

Power Drift
The arcade version of *Power Drift* is second only to *Galaxy Force* for guaranteed rapid retro digestion of your lunch, and this Chrimble the computer version will rock your Speccy thanks to Activision. Choose from twelve drivers and five different courses split into 27 tracks — and the race can begin!

Battle through varied weather and track conditions: snow, mud, desert, and night time. Definitely one to look out for at £9.99 cass, £14.99 disk. Just watch your tummies...

DR DOOM'S REVENGE

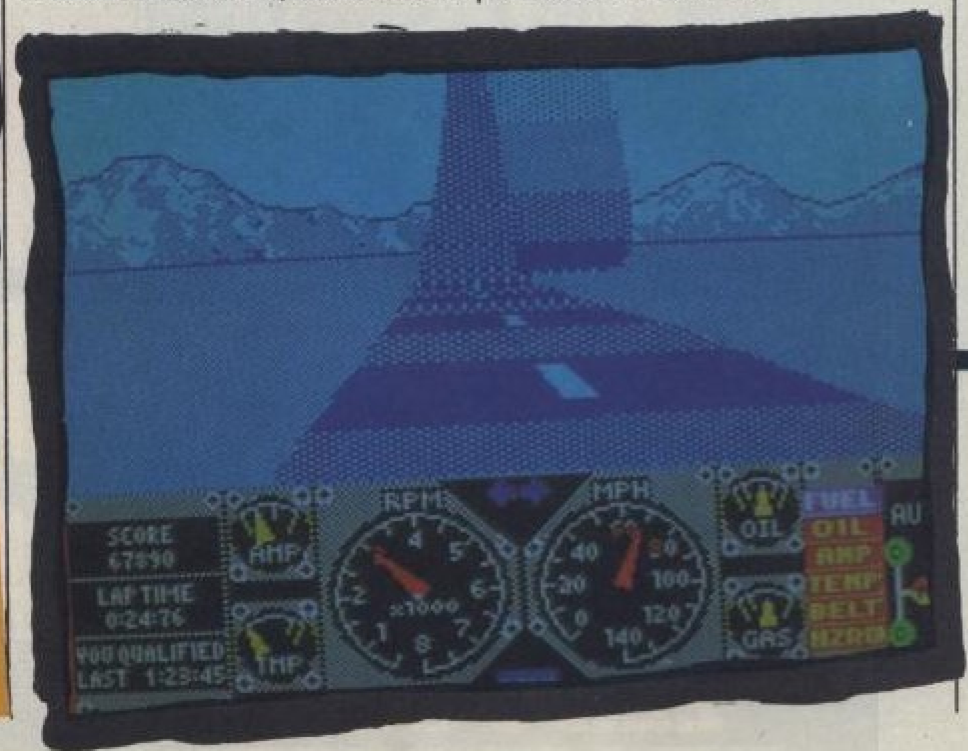
DR DOOM'S REVENGE
Cashing in on the recent boom of comic book character licences, Empire are releasing *Dr Doom's Revenge* in November. Victor Von Doom is the self appointed monarch of tiny Latvaria. He wears a metal mask to hide a face horribly disfigured by an accident, and does nothing but hounding superheroes. The two in for it here are Spiderman and Captain America. Will the daring duo stop the mad tyrant? Watch out for the review soon...

TWO FROM TENGEN

Toobin'
Domark are on the brink of releasing their next two Tengen titles. The first will be *Toobin'*, the story of two hip 'n' cool dudes who decide to travel to a beach party, not in a car, not on a bus, but down a handy dandy river by way of a couple of car tyres. Not the easiest way to get there, with attacks from all manner of unfriendlies and creatures. A good supply of beer cans to lob is required! Help Biff and Jet get to the party in November at £9.99 cass, £14.99 disk.



Hard Drivin'
Another in the Christmas racing league. The arcade original features flight simulator style graphics as you choose whether to tackle either the speed or stunt tracks. Not much hope of the Spectrum version looking quite as stunning as the arcade, but judge by the screen shot. The 8-Bit version by Binary Designs will be out end of November.



BEACH VOLLEY



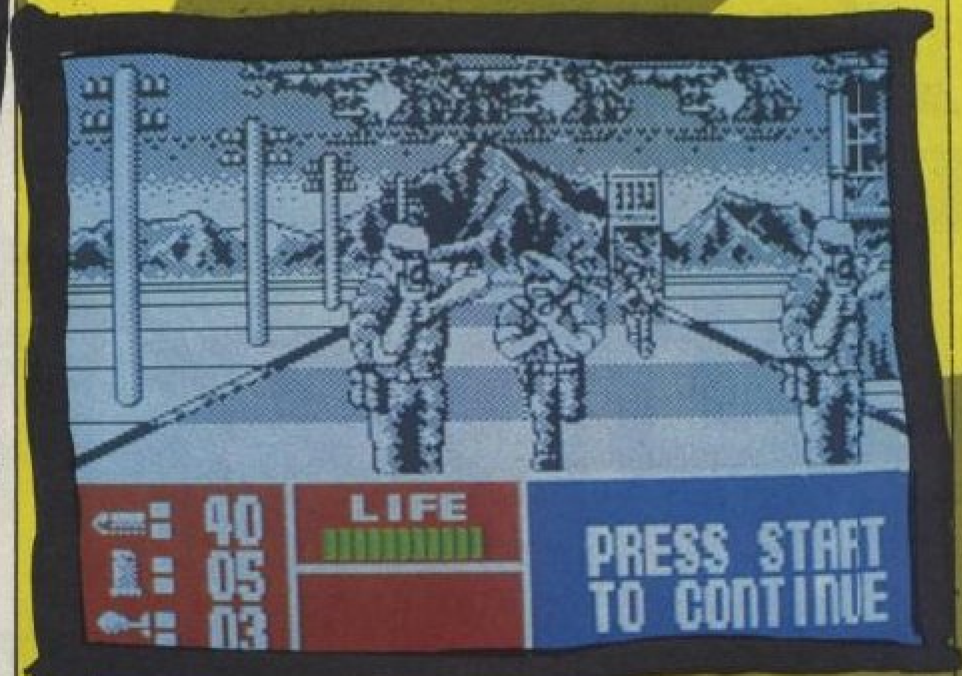


BEACH VOLLEY
Ocean are a bunch of busy little beavers, aren't they readers?! Along with a zillion other projects they are currently working on they also find time to program *Beach Volley*!

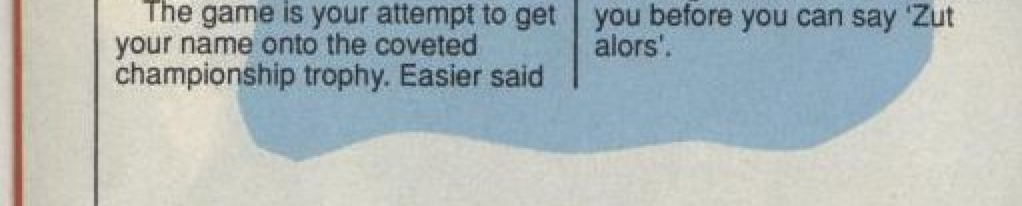
The game is your attempt to get your name onto the coveted championship trophy. Easier said than done, because at the World Volleyball Championships only the best survive. Travel round the world fighting your way up the rankings to grab that prize. Ocean France are the guys responsible for the game, and it will be with you before you can say 'Zut alors'.

SHOOT TO KILL!

Operation Thunderbolt
The sequel to *Operation Wolf* that won't be taking any prisoners this Christmas. *Op Wolf* star Roy Adams returns with a partner this time. His name is Hardy Jones, and together the duo are the meanest team this side of tb Middle East. Called in to recue hostages, they blast terroriss and have a thumping good time making everyones life very miserable. It'll no doubt be 'orth every penny. Watch out for .



Cabal
Heavily advertised already, *Operation Wolf* inspired *Cabal* is Ocean's offering to shoot 'em all freaks this winter. It promises to have you yomping through 20 levels of enemy held territory blasting seven shades of purple out of anything that moves. Level upon level of confrontation with the might of enemy coutries armies and end of section mechanised monsters — and all you get is low powered, single shot repeater! Soldier, it's up to you to increase your firepower and do some damage. Sounds great, we can't wait!



RACING FOR GOLD

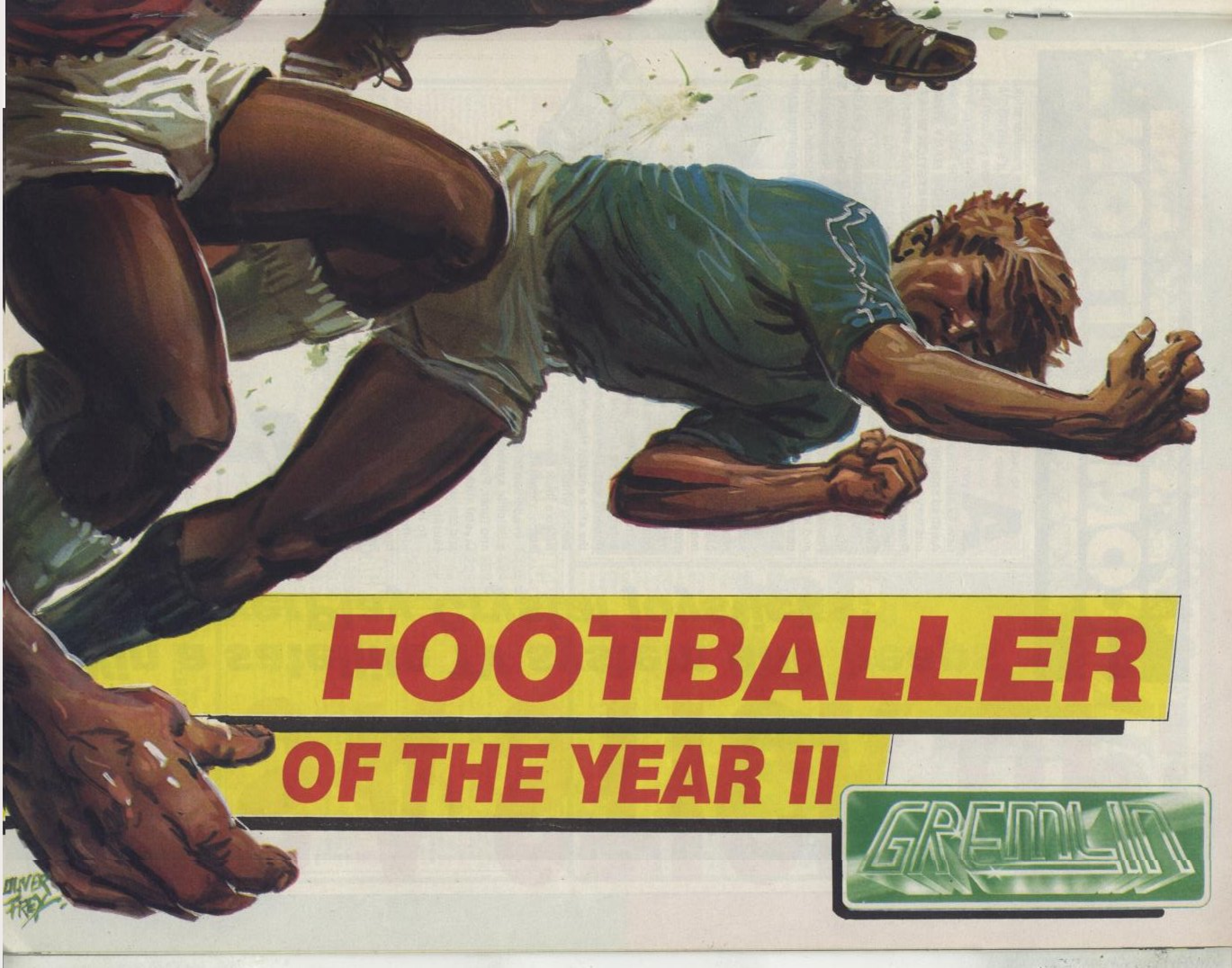
Turbo Outrun
US Gold's bid for the charts this winter is the follow on to *Outrun*. The Testarossa is replaced by dream machine Ferrari F40 (did you see the Ferrari on the US Gold stand at the PC Show?). As usual the task is simple: entice that beautiful blonde into the car and rip off down the highway in a race across America. Cheaper than the Ferrari, the game can be yours for £9.99 cass, £14.99 disk.

DO ANDROIDS DREAM?

Moonwalker
Just around the corner is what US Gold hope will be what all 'Wacko Jacko' fans have been waiting for. *Moonwalker* is the computer version of Michael Jackson's movie about a young chap who sees shooting stars and turns into spooky things like ahuge robot and a sleek racing car. All this to save his pals from the clutches of nasty drug dlealer Mr Big. Check out this curiosity any day now.




CRASH
ZX SPECTRUM


FOOTBALLER
OF THE YEAR II
GREMLIN
OLIVER FREY

IT'S A STICK UP!

COMPETITION

Win a satellite TV system and heaps of PowerPlay Crystal joysticks!

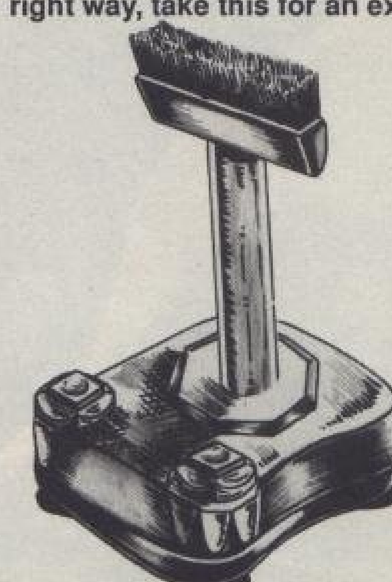
Are you fed up with the same old four TV channels? Well, how do you fancy getting loads of new TV stations via a brilliant Amstrad satellite system? Actually, one very much like the one **PowerPlay**, purveyors of some of the best joysticks around, are giving away in this fab compo!

All this generosity is to celebrate the success of PowerPlay's Crystal joystick, the stick that's crystal clear and lets you see the heart of the components (A surgeon comments: Erm, Blimey!).

Now Powerplay have added new solid-colour Crystal sticks to the range; one in raging red and one in garish green. They come in two models: one standard and one with autofire. Complete with microswitches and ultra-accurate control, they're a must for any gamesplayer. In fact, they're so durable they've survived the Nick Roberts test! This involves slamming the stick against Nicko's head and seeing which breaks first: the stick or Nicko's thick bonce! (Don't try this at home, viewers!).

In addition to the the major prize of a Satellite system, comprising of dish and tuner, PowerPlay are offering 20 Crystal sticks too — ten standards and ten autofire as runners up prizes! Hurrah!

To have the chance of winning one of the brill prizes on offer here's a brain teaser to get you thinking. Below there are three odd looking joysticks — but what sort of sticks are they? To get you thinking in the right way, take this for an example:



Right - look at this peculiar stick. What is it? (Erm...) It's a BROOM-stick! Haw haw! Now you sort the other three out. Send your answers on a postcard or the back of a sealed envelope to: **HOW MANY WHATS COULD A WHATSTICK WHAT IF A WHATSTICK COULD STICK WHAT** (Snip! That's far too long. send it to...) **STICK IT UP WITH POWERPLAY COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB**. Entries in by November 16, and follow the normal compo rules or we'll ram a joystick right up (SNIP! Again. —Ed).



STICK A



STICK B

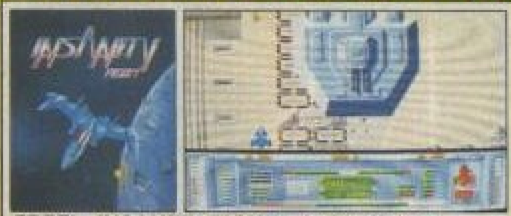


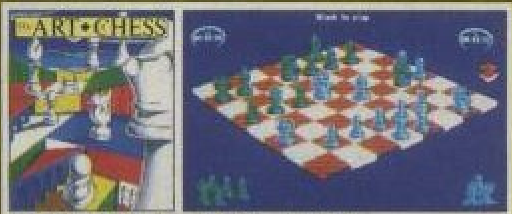
STICK C

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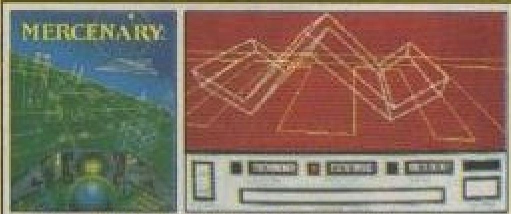


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Thundercats	£24.95
Wizball	£24.95
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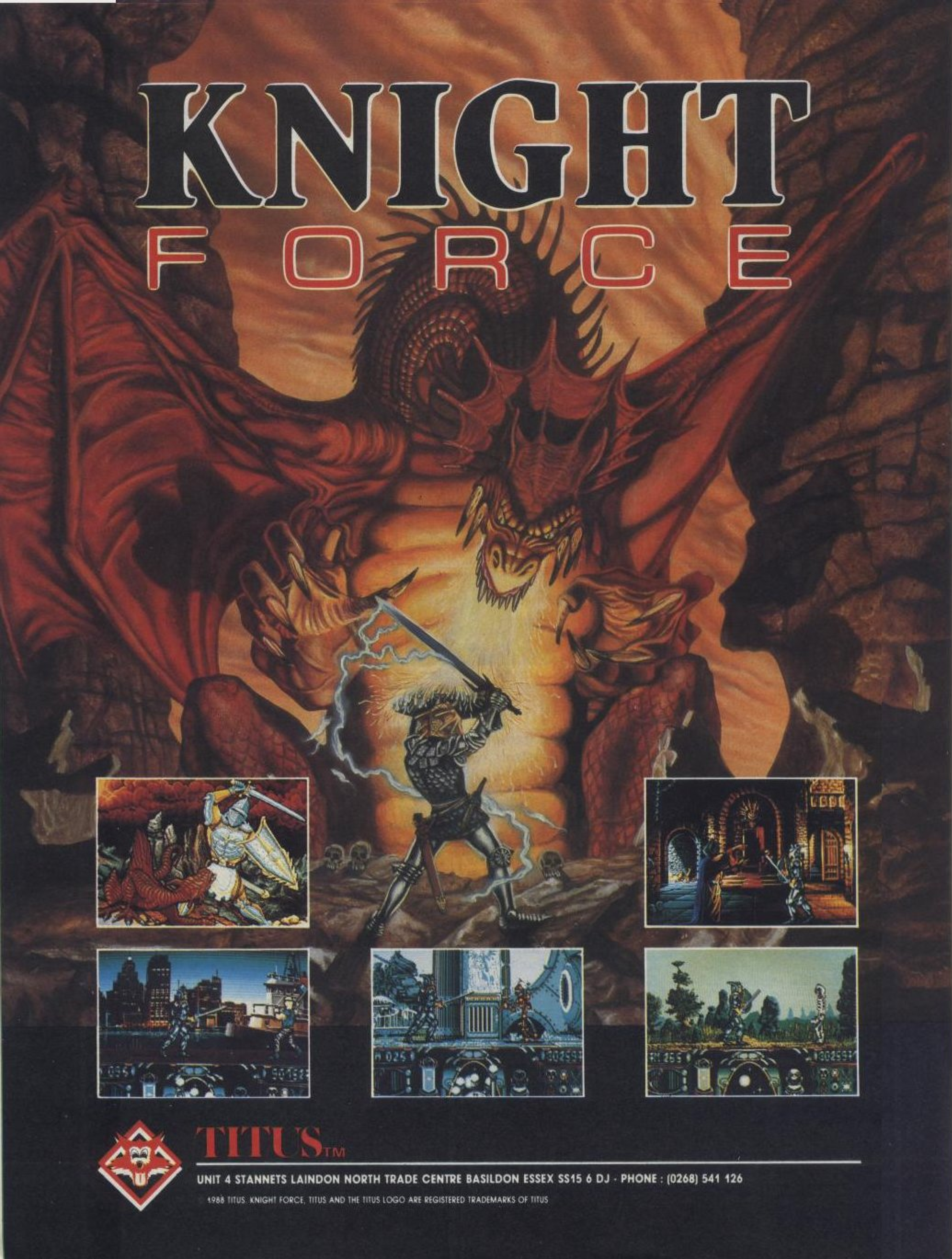
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Nick's PLAYING TIPS



My name's Nick and I'm really hip! Oi, Mr Robin Candy (he of early CRASH days fame and now TGM), stop playing about with my Playing Tips intros! I must admit that I AM rather hip though!! Anyway, how ya doing? You alright? I hope you all came down to the PC Show to say hello to me, hi if you did, and if not where were you? There is just no excuse (except that you probably couldn't be bothered!). Oh, and how did you like those really posey photos of yours truly last issue? There's even more this time round. I bet your having trouble swallowing this amount of style! (Get on with it, they're yawning already...ED)

I've got some real goodies for you all this month. How does the rest of the Sceptre Of Bagdad solution, some more Rick Dangerous map and the complete solution to the Mountains Of Ket games grab you (ooo, not there missus!). It's all so brilliant you shouldn't even be reading this intro, just get out there and take in them tips!

SCEPTRE OF BAGDAD

Have you dried out in the desert or failed to summon up your friendly genie?

Well, that's probably because I haven't printed the rest of the Sceptre Of Bagdad solution (or you haven't been ribbing hard enough). The first bit was in the September issue 68 when the game was on your Power Tape. Now here's the rest of the solution, and a POKE for 48K users from Matthew Tink of Norwich.

48K POKE For Infinite Lives

```
10 CLEAR 24063: POKE 23624,0
20 LOAD ""SCREEN : 30 LOAD
""CODE: POKE 59858,0 40
RANDOMIZE USR 58002
```

And now the continued solution

Go down the hole inside the statue, go left, jump on the trapdoor in the floor, the trapdoor will now be open. Go right, make sure you still have the book. Go back through the statue, go across the river, go back through the entrance, go right then up the stairs. Go right until you get to the wardrobe then enter it. Slide down the bannister, go right, you'll see a trident, pick this up, leaving the Ali Baba Book. Go left until you come to the river, cross this. Go up the statue, go down the hole inside, pick up the pearl from the oyster, the sling will now be loaded.

Go out of the statue, go right until you reach a coconut, walk under this and you'll now have it, leaving the sling behind. Go left into the desert, pick up the trunk making sure you leave the pearl not the coconut. Enter the water, quickly pick up the mirror leaving the coconut behind: you'll find yourself back near the oyster. Return through the statue, go across the river, right and back through the entrance. Go right until you come to the stairs which you must climb. Go right until you see a purse, get this leaving the mirror behind. Go left until you come to a door, enter this. Slide down the bannister. Go right to where you left the Ali Baba Book and get it leaving the trunk behind. Go left and across the river. Go into the statue and down the hole. Go left until you come to a cave door which you must enter. Walk up to the pile of gold, your purse should now be full.

Go back through the statue, across the river and thorugh the entrance. Go right and up the stairs. Go right and slide down the bannister, right again until you reach a shoe shop. Enter the shop and take the slippers leaving the Ali Baba Book.

Go right to the weaponry shop and enter. Get the axe leaving the purse behind. Go out of the shop and left until you reach a door, enter this and you'll be in a room with two trees and a green platform. Go left until you reach the stairs. Go up and back to where you left the trunk.

Pick it up leaving the slippers. It will now be sharpened. Pick up the slippers again leaving the axe. Go left and up the stairs. Go right until you come to the mirror (check your hairstyle!), pick it up leaving the slippers behind. Go left until you reach the door, then enter it. Slide down the bannister. Go right over the pond, right again and enter the door. Slide down the bannister until you reach the Medusa. Keep walking left, she will die. Go left until you reach the Cyclops, he will also die (this is turning into a horror film!). Go right until you reach the stairs. Go up and to your right, now go to the room right from the start and take the whip. Take this to the shops in the wardrobe. Go to the room which is furthest right. Here is a bull and a cart. Jump up to the wheel spokes on the cart. You should now have a whole axle. Go to the oyster room in the statue. Go right and replace the broken axle in the drawbridge with the whole one. Now go and get the slippers from where you left them (they should be near the wardrobe). Go back to the oyster room in the statue, walk across the drawbridge and over the hot coals.

You will now be on an island. Pick up the bow but don't drop the slippers. Go back over the coals and before you leave the statue pick up the quiver. You must leave both in places you can remember. Get the insect net from the same floor as the wardrobe. Take the net to the bee and jump at it until it is caught. The net will now be full. Go to the room left of the starting room. Take the sword without dropping the net. Go through the door and slide down the bannister. Go right towards the string, jump at it to collect it. The sword will be left behind. Take the whisk from the stairs with the beachballs and go to the green platform between the trees in the wardrobe. Enter the green platform and go down the hole. There will be a wizard, pick up the lamp and leave it somewhere safe. Here is the order you should now collect objects...

1. The Bow from where you left it.
2. The String from where you left it.
3. The Quiver from where you left it.
4. The Lamp (to get this drop the Quiver).

Now go to the room left from the start. Go through the door and down the bannister. Go left until you see the see-saw. Walk to the end of the see-saw and he will aim his bow and arrow at the string. The boulder will drop on the see-saw and you will fly into the sceptre room. The sceptre is on a stand. Jump carefully to the top of the stand. Jump up to the whirlwinds and you will be teleported to a room. Keep walking right until you reach a balcony, when you reach the end of this you will have completed the game with 100% done. If you don't get the sceptre and get teleported, start from the see-saw room again.

Multiface Infinite Lives POKE: 59858,0

THE KET TRILOGY

Incentive

One for all you adventure freaks who've collected the series on the CRASH cover cassette. These are the official tips faxed to me from none other than Incentive themselves.

Mountains Of Ket

1. Don't kill anyone before reaching the mountains.
2. Password is TALPS (not always displayed).
3. In village - Buy axe, chop log, give logs to cartographer, read map, buy horse, ride horse, sell axe to shopkeeper, buy lamp, buy potion, drink, collect all other items and go to mountain entrance which is to the east (you should have the chain, dice and beard).
4. Dismount horse, light lamp, south into cave.
5. Once inside, the following sequence of commands ensures no combat sequence with goblins, w, get food, e, s, w, feed dog, get dog, e, n, tie dog.
6. All items and treasure dropped here are now safe from the rats.
7. To pass through dead end in "mint" wall carry the wand and say 'polo'.
8. In cellar give goblin the gazette to get the gold.
9. At lake don't carry too much or else you'll drown.
10. Before you 'play dice' with the ogre, save the game in case you lose.
11. South from the stairs is into a maze, s, e, w, u to get out.
12. Fill bottle with oil and pour oil in warm room. Don't go south, keep bottle.
13. Then open door, w, w.
14. Combat in Delphia's room easily won to get ring.
15. If dragon encountered do not fight, take escape option.
16. Collect all items and return to dog room.
17. Don't kill monk on first encounter.
18. At shrine with fool, fill bottle (with elixir), get diamond.
19. Kill monk. 20. At plateau with 20' crevasse, have less than six items with you.
21. Then drink elixir, s, get hat, n, return to dog room.
22. Dress up as a wizard and go to the skull, s (beard, wand, cloak and hat required).
23. Get armour, return to dog room.
24. Wear all magic items and carry only the lamp (ring, armour, wand and sword).
25. Go to skull, drop lamp, s, s, eureka!

The Temple Of Vran

1. Get Axe, chop tree, drop axe, get club, go to sacred ground, kill wart.
2. Hit door, from large room don't go west, go to passage (with hole).
3. Prepare Club, s, hit skeleton, w, get peanuts, get ruby, prepare sword (for wart in large room).
4. Go to barren land, go to 'not tended' (elephant follows), get parchment, read, drop, go to cliff, feed elephant, tie rope, down, get stepladder.
5. Drop ruby at 'near end gorge', go through large room to dead end, drop stepladder.
6. Go back to large room and round to store, open trapdoor, get stepladder.
7. Go to passage, drop stepladder, climb stepladder, up, get bow, get vine, get stepladder, go to quicksand pit having collected all items, except kitten.
8. Tie vine (to cane), fire bow, swing, drop all, n, meet Aphrodite.
9. 1940: Get hair, wear hair, go to open field then immediately go east, go to high building, get wrench, go to east end road, get slab, s, give wrench.
10. 2300: Go to north room, get boots, wear boots, go to armoury, get blaster, go to other sleep room, get topaz, go to guardroom, fire blaster, go to cloakroom, get mask, go to north end, fire blaster, go to small store, get tape, go to dome entrance, wear mask, go to low rocks, get recorder, insert tape, play recorder, go to camp, give recorder.
11. Must have Topaz and Slab for return.
12. Assemble the following at Near End Gorge: stepladder, trampoline, mouse, Topaz, Sapphire, Ruby, slab, key and sword.
13. Throw slab, carry other seven items.
14. Climb stepladder, jump down.
15. Unlock door, drop key, collect slab.
16. Go to scorched walls, cover hole, prepare sword.
17. Go to 'paintings', kill monk, up.
18. In red room drop Ruby. In yellow room drop Topaz. In green room drop Emerald. In blue room drop Sapphire.
19. Go to green room, s, s, drop mouse, get sceptre.
20. Go to waiting room, insert sceptre, voila!

The Final Mission

1. Get chair, examine chair, e, drop chair, stand on chair, break window, e, n.
2. Get straw, e, s, drop ring, e, e, e, s, w, s, w, s, s, get soap, n, e.
3. Get crowbar, n, e, n, e, get garlic, n, e, d, e, s, s, fill gap, n, n, e, remove panel, e, n, drop garlic, s, e, get aerosol.
4. W, s, s, s, e, w, up, wait, wait, wait, wait, wait, wait (until you hear a splintering sound), throw soap, d, n, n, n, w, w, s, d, d, unlock door, drop key, s, take escape option (unless fight won immediately - then go south), and go south.
5. If more than one energy point was lost then start again.
6. S, s, w, say Ga, e, say Anagram, s, get pendant, s, w, n, n, e, e, e.
7. Say 0, 2, 6, 9. S, s, e, e, now enter east 15 times followed by south 15 times.
8. Read parchment, enter north 15 times followed by west 15 times.
9. Drop parchment, w, w, s, get carving, w, s, s.

NB. If energy is seven or more then above should work, if hit too many times by arrows it may be necessary to start again.

10. W, spray aerosol, d, s, use crowbar, drop drowbar, n, e, d, d, unchain man, get handle, u, u, s, s, examine statue, get rubies.
11. Insert emeralds, insert edgar, wear pendant, s, s, show carving, s.
12. Examine throne, insert handle, s, FINISHED!

CHEAT MODE MOTEL

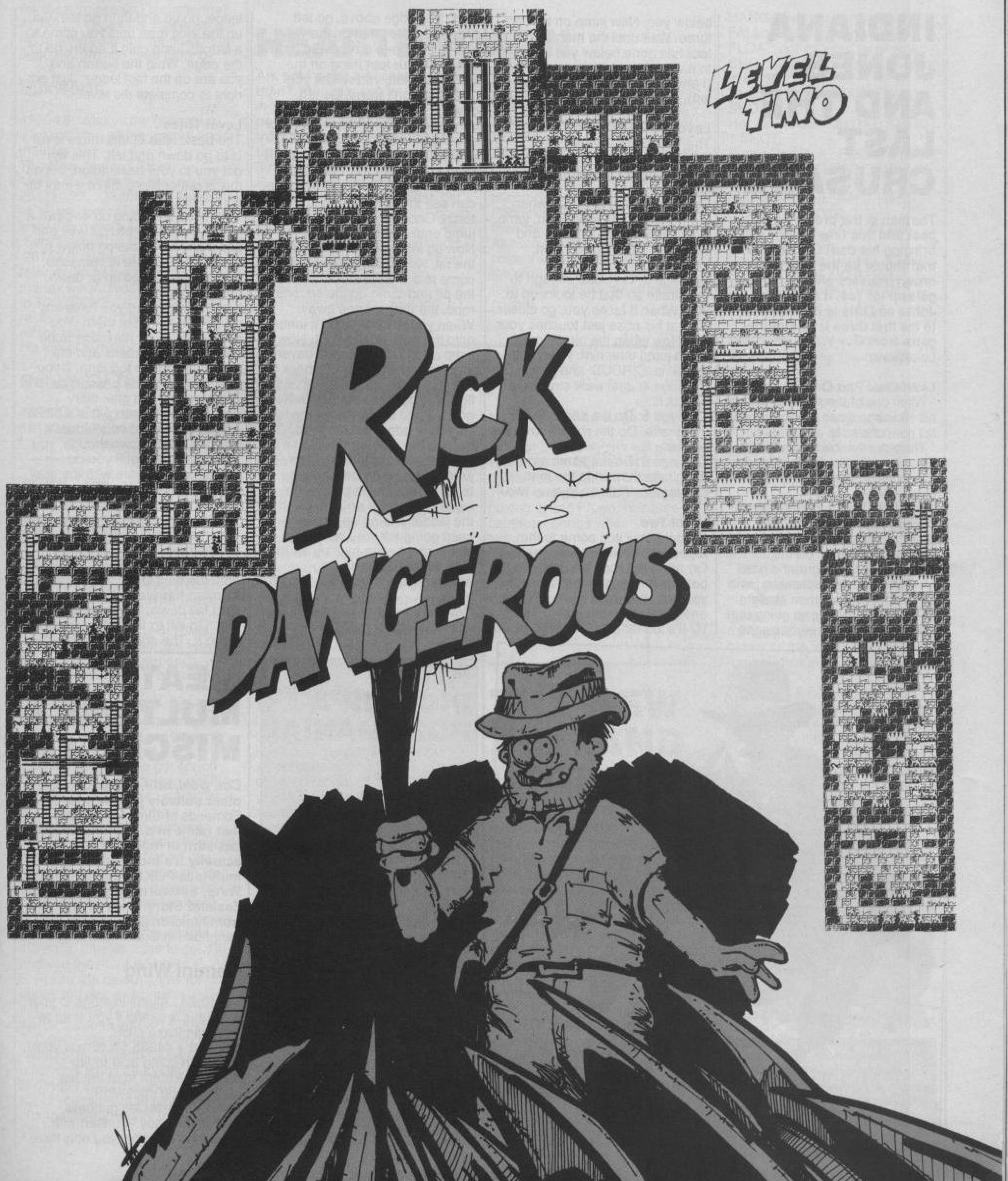
A slightly shorter Cheat Mode Motel this month, simply because I haven't been sent anything worth printing. Programers either aren't bothering to include them these days, or they're making them so hard to find that people are looking more to POKEs. Anyway, here are the offerings.

DOMINATOR

Hold down the keys ***** while playing to become totally and utterly invincible. Useful to splatter all those nasty aliens.

NEW ZEALAND STORY

On the title screen type in 'FLUFFY' and you should get the word CHEAT on the screen. This means you can now go kiwiing with infinite lives to play about with. Now you give that walrus one from me!


LEVEL TWO
RICK DANGEROUS

INDIANA JONES AND THE LAST CRUSADE

The man in the brown hat is back and this time he's bringing his dad! Or perhaps that should be the man in the brown trousers after what he gets up to! Yes, it's Indiana Jones and this is the solution to the first three levels of the game from Guy Wilkes of Leicester.

Level One: Part One

* When one of the Africans throws his sticks, go down the ropes, or fall down the hole.
* There are five bad guys to kill. Two are at the start, two after the five ropes, and one near the cross.
* When you get to the four-ropes-in-a-row section, wait on your rope before leaping onto the first one. When the man on the second rope is in sight and has just moved down the screen jump on to the first rope, then straight on to the second. Keep going until the man on rope three has gone below you. Now jump on to rope three. Wait until the man on rope four has gone below you then on to it. Now leap onto the other side (I am describing the ropes right to left).

Level One: Part Two

The Very Hard Circus Train
Carriage 1: Go right up to the horn, wait until it is down and jump.
Carriage 2: Stay put, and when the horn is on its way down, jump. Again stay where you are, and when the next horn is down, jump.
Carriage 3: Go close enough to the giraffe so that he looks up at you. When it faces you, go closer so that his nose just touches your hat. Now when the giraffe goes down jump over him. Now go to the 'S' in 'CIRCUS' and jump.
Carriage 4: Just walk straight across it.
Carriage 5: Do the same as with the giraffe. Do the rhino horn as before.
Carriage 6: Do the same as with the giraffe then whip the man.
Carriage 7: Walk on to level two.

Level Two

Go right until you come to the rope, watch out for the fireballs. Go down the rope and once at the bottom, jump on to the ropes on your left. When on it you will see another rope to the left. LEAVE IT! It's too far away. Instead go up on to the ledge above, go left picking up the torch on the way. You will come to a rope. Go down this until your feet hang off the end. Jump left, you will hit your head but don't worry. Go left, down a step and along until you can't see anything either below or beyond you. Jump left. You should land on a ledge. Get the torch and go left and down the rope. Go down the rope until you can see the torch. Jump at the torch. Once you have the torch jump onto the rope again.
Now go left and don't worry about the rat. Keep going left until you come to a bridge, cross it, jump the pit and climb up the second rope, the furthest one away. When you're halfway up it jump onto the rope on the right. Now jump off the rope into the cavern, there is a shield. Now it's back to the rope and wait until a flash of lightning passes above you. Now go up, jump the ledge on the left. Go to the edge, get the whip. Go back to the rope and wait on it for another bolt of lightning. Now jump right and go until about three or four bricks before the ledge. Now jump on to it, climb the ladder and go up-left, then keep going left. You will see a little round button high up on the wall, whip it. You will automatically swing on to the next ledge.
Now go up and onto the ledge, walk right, jump onto the small ledge, go up and then go left. Go up the long rope until you come to a ledge. Jump onto it again, go to the edge. Whip the button and you are on the last ledge. Just go right to complete the level.

Level Three

The basic idea of this maze level is to go down and left. This will get you to your destination, but as this is rather like a maze it may be quite difficult.
When you are going up or down a ladder, wait for a bit half way and see if any Germans go below or above you. If there is someone, wait for them to go up or down, then whip 'em!
If at the beginning you have any whips left, get rid of them. You need quite quick reactions to hit some of the Germans and the whip takes much too long. If you find yourself in the passenger room without the grail diary you've done it wrong! It is a bit before you fall down a ledge. If you're already down though, you can't get back up! If you do manage to get here with the grail diary, go right until you come to a ladder. Go up this quite a way. At the top go right up the ladder onto the small ledge and jump.
On the next ledge you will see a German below you. Jump the gap onto the next ledge. Wait until the German has walked past you, then fall down. Get up and hit him. Go left to the ladder and then down it. The end of level three!



P,P,P, PICK UP A POKEMANIA!

Another Pokemania is about to burst out of the cover cassette this month and it's as good as it has ever been, but a bit shorter. The full list of games that have been POKEd is below. Poor old Graham 'TURBO' Mason, the man with more Spectrum add ons than Sir Clive, has been stuck in hospital suffering the food and an operation. He's managed to get hold of a Spectrum to do this lot though. So get well soon TURBO, and you go on: load up that Pokemania.
Gilbert - Escape From Drill
Mig 29 Simulator
All Points Bulletin
Canyon Fighter
Rockman (from the cover cassette)
Cobra Force
Super Tank Simulator
Moving Target

MEATY MULTIFACE MISCHIEF!

Cor, wow, brill, triff and lots of other suitably jolly words. Guy Edmonds of Birmingham **(say that name in a Brummy accent) has sent in millions (well actually it's more like two!) multiface POKEs for Gemini Wing, Silkworm and New Zealand Story. The rest are from** Malcolm Dunlop from Langholm in Scotland.

Gemini Wing

41740,24...Aliens immune to your ship (this is useful if you want to be a kamikaze pilot)
44278,8 + 44285,58...Stops your ship from being able to fire anything except from the few gunballs you start with!
40076,0...Disables gunballs except the ones you start with. After they've gone, you only have

the laser (gives you a challenge).
42339,0...Wipes the screen of all flying aliens except the dragon fly.
34402,0...Infinite lives (boring).

Silkworm

47894,0...Makes the helicopter immune from all the enemy and their fire.
The New Zealand Story
49344,0...Gives the kiwi autofire.
29411,127...Disables all weapons so all you people who say it's too easy can have a field day!
Sam Fox's Strip Poker
26758,0...When about to win. Now return to the game, your money will increase. When it gets to 5000 POKE 26758,109. Now restart and you'll be able to see all the pictures (whoop, whoop!). No sexist remarks in this mag!

Return Of The Jedi

46267,201...No trees.
52140,0...Infinite lives

All Points Bulletin

Now you can become a super cop and complete every day with ease in A.P.B. with these tips from Daniel Bufton **from Ludlow (where's that). I was actually given these tips while DJing at a local night spot, well it makes a change from using the postal system!**

1. Collect as many donuts and money bags as possible to get bonuses. But watch out because some are booby traps.
2. At the speed shop get speed for the first two days, then get the gun. This helps you to catch the big criminals.
3. To capture the big criminals drive along beside them, then turn and ram them off the road. You may have to do this more times on the higher levels. It takes fast tapping to make them confess.
4. Watch out for the train: if it gets you when you're in the middle of the track, it takes ages to get off and you get more demerits.
5. Follow the detour signs for donut and money bonuses.
6. Don't drive slow over the road works because you will CRASH!
7. Careful not to drive down the wrong side of the road, as the other cars won't be pleased.
8. On day eight the criminals will avoid you, so wait at junctions or change carriageways to catch them.

HEARTBROKEN

Ah, who's got a broken heart then? Pete Mossop from Dalton-in-Furness **certainly hasn't, because he's gone to the trouble of sending me these tips on the budget game. Now isn't that nice of him?**
R, r, u, u, get spell book, d, d, r, r, u, l, u, r, r, u, r, up left ladder, get elixir, d, l, d, l, l, d, r, d, l, l, l, down gravestone, cast spells: superdragon, postcullis, teleport, r, r, r, u, across, d, get key mould, u, across, d, l, l, l, l, l, down gravestone, get pouch, u, l, l, l, d, cast spells: alchemy, teleport, r, r, r, u, l, u, u, free princess, adventure one complete!
Spells
Shield: Regains a lost life.
Teleport: Gets you to the castle quicker.
Banishment: Gets rid of pests for a while.
Snapdragon: Allows you past the prison guardian (needed).
Portcullis: Opens the castle gate (needed).
Alchemy: Turns the pouch of coins into a golden key by use of the elixir and the key mould (needed to unlock the princess's prison).

POSTMAN PAT

Pom, pom, pom, la, la, la, and his black and white telly (well, a telly is more entertaining than a cat!). It's nice to have a bit of a sing song now and then, especially when it's for everyone's fave cartoon, Postman Pat. We haven't actually reviewed this game yet, but it's in the shops, so here is the solution and a map from John Davey. **Come on Alternative, where's our review copy?**

Solution To Easy Version
Ted Glen: From the Post Office go l, d, l, l, d, l, u, u, l, d, d, l, l, d, d, d, r, r, u, l. He will ask you to tell Peter Fogg that his sheep are loose. To get to Fogg's farm go r, d, r, r, r, r, r, u, r, d. Peter will ask you to help him round up his sheep. To get to the sheep go u, l, d, l, l, l, l, l, u, u, r. Then to round up the sheep you have to push them out towards your van, which can be done in many different ways. Get back to the Post Office by going d, d, l, l, u, u, u, r, r, u, u, r, d, d, r, u, r, r, u, r.
Miss Hubbard: From the Post Office go l, d, l, l, d, r, r, d. Miss Hubbard will ask you to get her prescription from Dr Gilbertson. To get there go u, l, l, u, u. Dr Gilbertson will ask you to take the prescription back to Miss Hubbard's house. So go d, d, r, r, d. Then to get back to the Post Office go u, l, l, u, r, r, u, r.
George Lancaster: From the Post Office go l, d, l, l, d, l, u, u, l, d, l, l, u. After you have given him his parcel he will tell you to go back to the Post Office so go d, r, r, u, r, d, d, r, u, r, r, u, r.
Letters: Miss Goggins will give you a certain number of letters to deliver, usually three or more. This is one good thing about having sound FX on, because the computer beeps when you send a letter.
The solution to the difficult version is the same, but you have to watch out for oil slicks, Miss Hubbard on her bike and crashing — because you only get three lives.

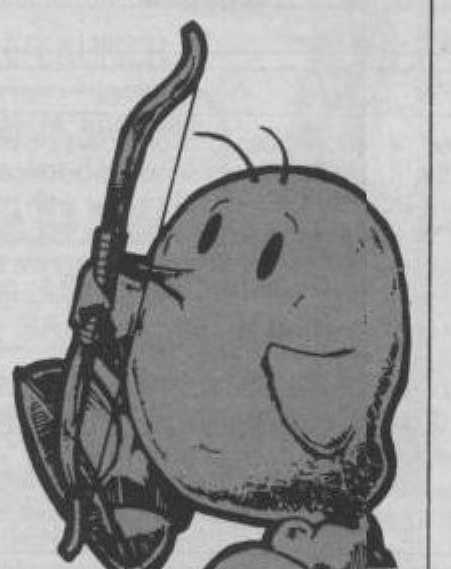
THE NEW ZEALAND STORY

Gosh, I'm glad Ocean have brought out a conversion of this. It was costing me all my cash to just stay alive while I was playing the arcade machine on my hols. Perhaps I should have taken these hints and tips on the game from Brendan McKeon of Ballinteer, Dublin **along to help me!**

Balloons
Key:
STAND: Kiwi can stand on it.
HANG: Kiwi can hang from it.
FALL: effected by gravity.
FLOAT: not effected by gravity.
SHOT: number of arrows needed to burst.
Teddy Balloon...STAND, FALL, 1 SHOT.
Hot Air Balloon...FLOAT, STAND, 1 SHOT.
Super Ray Gun...FLOAT, STAND, IF SHOT NO EFFECT, BUILT IN GUN!
Normal Balloon...FALL, HANG, STAND, 4 SHOTS.
String Balloon...FALL, STAND, HANG, 1 SHOT.
Double Balloon...HANG, STAND, FALL, IF SHOT NO EFFECT.
Duck Balloon...FALL, STAND, 1 SHOT.

Weapons
Arrows...Long range, not very powerful.
Bombs...Short range, bursts all balloons, very powerful.
Raygun...Long range, can eliminate a row of nasties.
Fuzzball...This is a strange fuzzy ball which floats around the screen randomly, weird!

Hints & Tips
* To hijack a hang balloon simply jump to it. The other nasty on it will die.
* Before freeing the last level one Kiwi, grab a balloon. When free the whale will appear. Use the balloon to fly to the hole in the right. Here you will be safe from nearly all the ice crystals. If you have bombs you'll have to get closer.
* To hijack a non-hang balloon, first stand underneath it then tap the up key to do a tiny jump. Now shoot the creature on it.



Don't cry, I know it's the end of another Playing Tips, but there will always be another one another day. To be precise there will be another next month, so tune in again then. Send all your used banana skins and tips (the second one is optional) to: Nick 'Wibbly Wobbly Bits' Roberts, Playing Tips, CRASH, PO Box 10, Ludlow, Shropshire, SY8 1DB. See ya!

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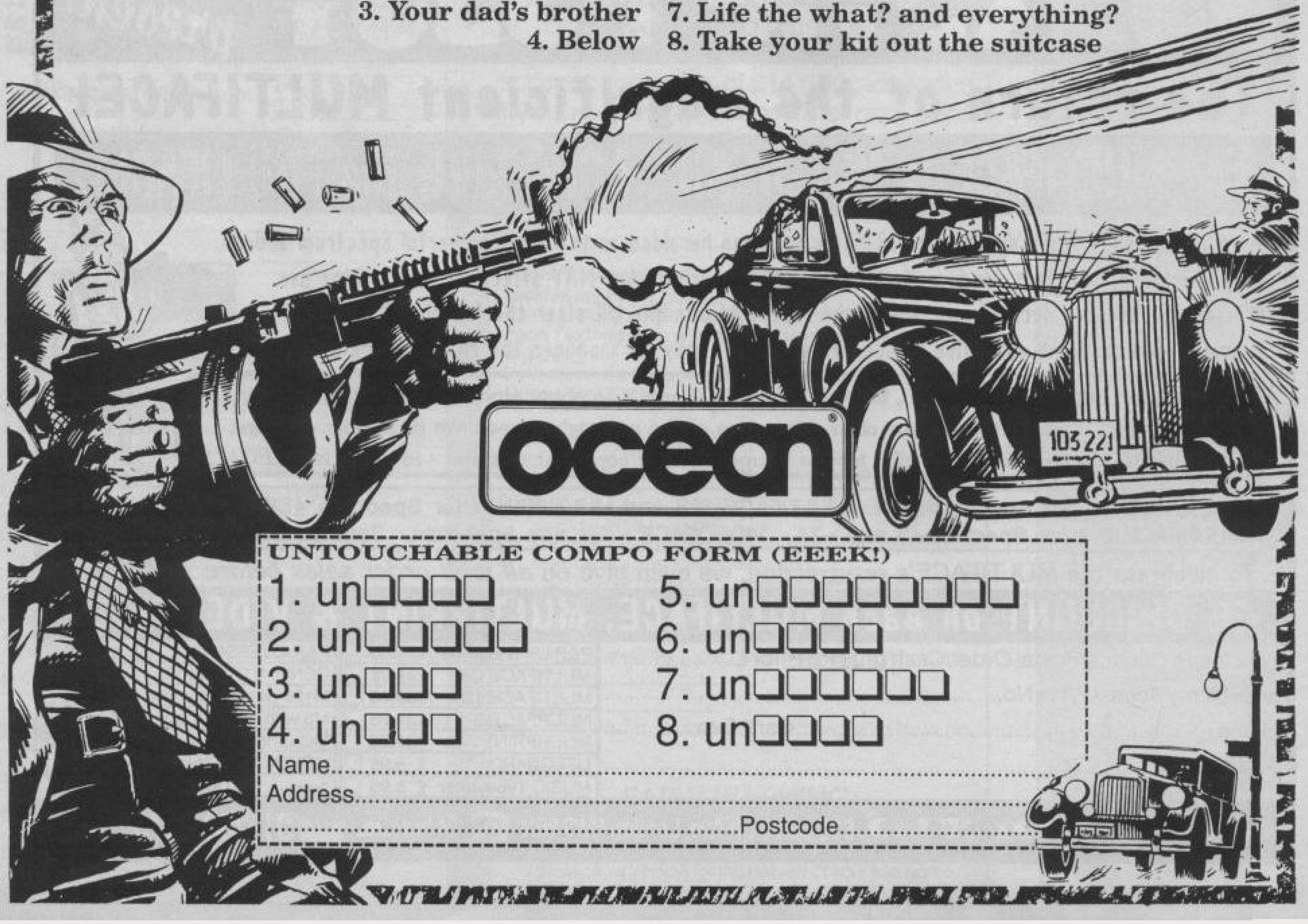
The Untouchables, eh? Look 'em up in the dictionary and you'll discover that they're not really an incorruptible law force, but members of a large, formerly segregated hereditary group in India who, in traditional hindu belief, can defile a member of higher caste by contact or proximity. Erm, blimey! Learn something new everyday, dontcha?

And the other thing you will have learnt today is that **Ocean** have, once again, proved themselves to be completely brilliant by producing a game of the Oscar winning film *The Untouchables* that is... well, simply incredible!!

The Untouchables features five exciting arcade action sequences, all with amazing gameplay and graphics that are good enough to feature in any movie! And thanks to Ocean you could soon be watching the film and playing the game for absolutely FREE!! To celebrate the fact that *The Untouchables* is a well 'ard CRASH Smash this issue Ocean are offering five copies of the video and twenty copies of the game as prizes in this compo. The first five winners will receive a copy of the video and the game, and 15 runners up get a game each!! Hurrah!

To win have a look at the eight clues here. Each one is a clue to an 'un-' word. When you've worked out each one, write the rest of the word in the boxes, fill in your name and address and whizz it off to: **UNTOUCHABLES COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB**, arriving no later than November 16.

1. Can't do something
2. Dirty
3. Your dad's brother
4. Below
5. Comprehend
6. Not level
7. Life the what? and everything?
8. Take your kit out the suitcase



UNTOUCHABLE COMPO FORM (EEEK!)

1. un□□□□
2. un□□□□□
3. un□□□
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System 3/Concept Animations ■ £9.99 cass, £14.99 disk

Today's world is in peril! Shock, horror! And it's the very gods of ancient times who've told you so! Way back in time an evil god called Dameron has turned good gods bad with the avowed intent to pervert the course of history as we know it. And he's made sure that the few good gods who remain aren't allowed to interfere. Things must be in a bad way if gods must seek help from mere mortals. But this is the world's only hope. They call on you!

Forward to the past you go to battle for the present...and the future. What awaits you are a myriad of mythological beasties lurking in the four sections of this adventure of a lifetime.

Ancient Greece: you enter the pits of hell to survive fighting skeletons, harpies and worse. Your only weapons are fists and feet until you win a sword, and your mission is to kill the many-headed Hydra. A special weapon is needed, find it and you survive to tackle the dreaded Gorgon in the Temple. Another secret weapon is needed, but will you get it?

Success catapults you into Viking mythology. The first task here is to rid a longboat of its very bloodthirsty crew, battle Trolls, Goblins and an immortal dragon called Nidhogg in darkest forests and rescue a good witch named Brunhilda from a band of very nasty fire nymphs. Needless to say, immortal dragons are no straightforward prey: more clever thinking is required. Onto Valhalla, home of the Norse gods, where there's no escape without vanquishing Thor - God of Thunder and his father Odin, and then breathlessly to Egypt. In a monstrous pyramid lurk three secret passages. Find them, locate Atuma's Eye, survive the many pitfalls, traps and ghouls and work out your way to King Tutankhamen's Tomb. Now you are ready (gulp) for the final battle. Only the destruction of Dameron stands between you and the salvation of the human race. Hope you have enough breath left...

System 3 have taken most of the nasty mythological creations of the past and graphically dazzlingly packed them into Myth to create a satisfying beat 'em up/arcade adventure that is no push over. With its companion Tusker, Myth marks a romping return to the heyday of arcade adventures and will keep you puzzling and hacking for a long time indeed.

MARK 97%

NICK Scary creatures abound in System 3's new release, but being a fearless tipster they didn't scare me (okay, okay, so I was the first one to dive behind the sofa). Myth is tough, at first frustratingly so, but a bit of swashling yer buckle does move you further into the game to face such nasties as the Hydra, Medusa, Mark Caswell... whoops sorry he isn't in it (or is he?). Anyway, if you fancy playing a mythological hero swiping at all and sundry with a variety of weapons (depending on the time zone), and know how to use your wits, tackle Myth. **95%**

Great on brawn, great on brain, great on graphics. A winner!

RATING

PRESENTATION	89%
GRAPHICS	91%
SOUND	79%
PLAYABILITY	94%
ADDICTIVITY	92%
OVERALL	**96%**

REVIEWS



TUSKER

System 3/Bob Pape
■ £9.99 cass, £14.99 disk

Indiana Jones certainly casts his influence on this game, and to good effect. Tusker lives up to the film series' spirit much more effectively than US Gold's recent Last Crusade, and offers a truly sprawling arcade adventure.

You are Tusker, whose explorer father has disappeared during an expedition in deepest Africa. Searching through his papers you discover the clue to his whereabouts. Maps of the fabled and as yet undiscovered Elephants' Graveyard send you to the Dark Continent in search of your dad and the Graveyard. The three load adventure starts off in the desert.

You're not welcomed by the nomadic tribesmen who are quick to use their scimitars. Surviving on fist power alone does not seem to be a good idea, so some solid exploration of the huge playing area is called for. And true enough, a variety of objects vital to the expedition can be found. Luckily, among these are weapons, machettes, daggers, stones and even a gun - if you can find the ammo. Using the gun obviously makes the natives very vicious, so beware. You eventually you come upon caves which lead you to a vast complex of underground caverns full of snakes, crocs and a huge praying mantis. But vital information lurks here too.

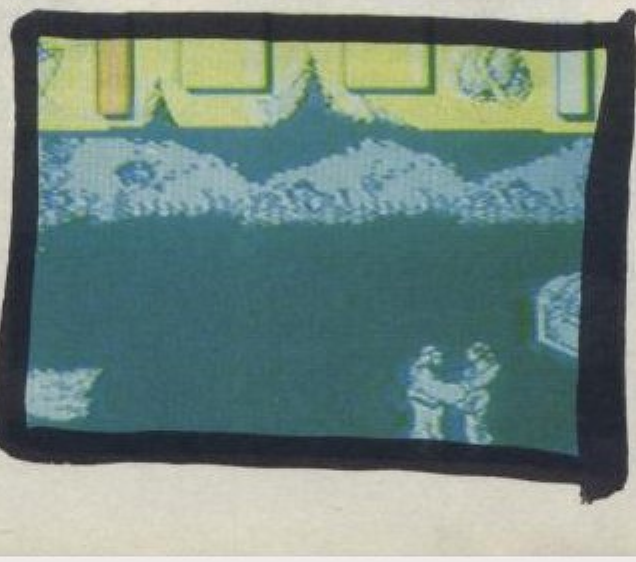
You soon find yourself in the jungle, and unsheathing that machette you picked up (you did, didn't you?) you hack through the undergrowth. Warthogs, monkeys, bone-axe wielding natives and dinosaurs all gang together to hinder your quest. A land that time forgot and full of danger and puzzles to be solved awaits. A tribal village populated by bouncing skulls and a devious witch doctor holds more hair raising traps (acid spitting totem poles). But you must go on, the Elephants' Graveyard awaits - and knowledge of your father's fate.

Graphically the game is rather good, the character sprites are monochromatic, but the programmer has successfully put a lot of work into the backdrops, impressively adding atmosphere to the proceedings. Gameplay is absorbing, so if you enjoy exploration requiring a fair bit of brainpower, Tusker is highly recommended.

MARK 88%

NICK This is the type of game all Indiana Jones fans will love. The puzzles are devious, the resident bad guys all take their jobs of explorer-bashing very seriously, and the poor old player is left in the middle of it all wondering just what the heck is going on. The scenery is varied enough to stop you nodding off to sleep (there is nothing worse in a game than seeing the same couple of trees, buildings etc. all through the levels) and the brain-teasing puzzles will have you jumping around in pleasing frustration.

86%



A big exploration game which packs a bundle of clever traps and puzzles.

RATING

PRESENTATION	82%
GRAPHICS	83%
SOUND	73%
PLAYABILITY	87%
ADDICTIVITY	84%
OVERALL	**87%**



CABAL
CABAL
wakelin
The coin-op sensation that throws you deep into enemy territory with little more than a low-powered, single shot repeater for protection. With superior marksmanship and lightning reactions you can increase the odds – in your favour.
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A CRASH Smash





Batman logo TM & © 1989 DC Comics Inc.

Ocean/Mike Lamb/Dawn Drake ■ £9.99 cass, £14.99 disk

Have you ever danced with the devil in the pale moonlight? Now's your chance: Batman - The Movie is here. This is Ocean's third foray into Batworld and without doubt the best with Gotham City hoodlums terrorised by our caped hero, the creation of The Joker and a climax in Gotham City cathedral, just like the film.

The game opens with the police raid on a chemical plant burgled by local hoodlum Jack Napier. Batman chases Napier, negotiating sixty screens filled with hoods, police officers, acid drops and gas from leaky pipes, armed with a seemingly inexhaustible supply of Batarangs to fend off attackers. A gun which fires a rope and grapple has him swinging to a swashbuckling confrontation with Napier and level end, with the villain plunging into a vat of acid. Thus The Joker is spawned...

On level two Batman rescues beautiful photographer Vicki Vale from the clutches of a vengeful Joker, and they make their escape in the Batmobile zipping down the streets with Gotham police in hot pursuit. The immense speed of the car makes ordinary turns impossible, and only by shooting out a cable which snags a handy lamp post can Batmobile be swung in the desired direction.

Safety found in the Batcave, it's time for a bit of brainwork: Batman has one minute to solve the riddle of how an apparently random poisoning campaign waged by The Joker can be thwarted.

And on: In his Batwing our hero must save an unsuspecting crowd from The Joker's Smilex poison about to be unleashed from overhead carnival ballons. The wingtips must cut the balloons' mooring ropes. Success crashlands poor old Batman into the climactic last 100 screen level in the cathedral.

The Joker has taken refuge on the roof. Using his Batrope, the Caped Crusader must climb to the top of the tower, fighting off cops and The Jokers men, to reach the villain and put paid to him.

I'm a great Batman fan, and not disappointed! Jack Nicholson's movie performance as the psychotic Joker is ably matched by the pixelated standin and the Batman sprite is no slouch either. Go with a smile and get this extravaganza (probably better than the film!).

MARK 94%

NICK Oh, I've got a live one here! Ha, ha, ha! What a game. Batman has all the excellent graphics and sound of Robocop, with maze layouts to add that extra playability, and that's just the first level (I can't get any further!). The sprites of Batman and The Joker are recognisable with better pictures of the characters on the energy level indicator at the bottom of the screen. Sound is good too, with plenty of effects and a tune that plays throughout, although it's hardly Prince's Batdance! My only quibble is that it's a bit hard. I've spent hours playing the game and haven't even got past the first bit (though I have seen the later levels). It gets more and more playable as you progress with the Batmobile, Batwing and cathedral levels all to look forward to. Batman - The Movie is another excellent movie tie-in from Ocean... Stop the press **92%**

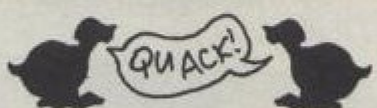
A brill and varied humdinger of a film tie-in. No joke!

RATING

PRESENTATION	91%
GRAPHICS	91%
SOUND	89%
PLAYABILITY	92%
ADDICTIVITY	93%
OVERALL	**93%**

dynamite DUX





Activision/Core ■ £9.99 cassette only

Little Lucy's out in the garden playing with her pal Bin — a duck — when suddenly out of thin air the evil wizard Achacha (who?) appears and casts a spell which traps poor Lucy inside a bubble, whisking her off to another dimension. So it's down to Bin to search the game's six levels, rescue Lucy and return her to the real world.

Easier said than done: Achacha hates it when a plan doesn't come together, so he sets his weird and very dangerous minions after this Donald Duck reject. Bin seriously lacks any offensive weapons — apart from a three-strength punch.

Luckily, Bin finds weaponry (stones, bombs and guided missiles) as he travels across the varied scenery of deserts, towns and forests.

As with all bash-'em-up' exploits, poor Bin comes up against the obligatory really BIG nasties, but to be a complete pain Achacha has stationed two on each level. Bin must reach level six where Achacha lurks and you beat him to rescue Lucy.

The arcade original with its cute graphics was very popular, and the Speccy version is graphically quite good too, except for the juddery background. The rather lengthy loader on the cassette version (there won't be disk game) is a bit of a bore. As to the game, my feeling is that while initially playable, its appeal may fade due to lack if combat options (ie just hit or shoot everything).

MARK 72%

NICK What's this? A cutiefied beat 'em up? Yup, it is. You'd expect these little Daffy Duck look-a-likes to be all sweet and innocent, but instead they go round dealing the most incredible punches the Spectrum's seen. The sprites are very cartoony with lots of appealing characters and backgrounds, but unfortunately no colour: Each of the MULTI-LOAD (arrggh!) levels has it's own monochrome shade to enjoy. The game is quite hard with the nasty creatures being very difficult to kill, especially the big end of section ones! Luckily you can collect the odd weapon such as a water gun or bomb. Dynamite Dux is a fun beat 'em up, for a while at least, but the lack of variety soon has you diving for the reset button. **69%**

Initially cute and playable, but quickly repetitive.

RATING

PRESENTATION	73%
GRAPHICS	79%
SOUND	65%
PLAYABILITY	63%
ADDICTIVITY	70%
OVERALL	**70%**

THE UNTOUCHABLES™

Ocean/Special FX ■ £9.99 cass, £14.99 disk



We're back back in Twenties America under the iron heel of prohibition. This doesn't stop gangster Al Capone producing and distributing illegal booze. Bribery and corruption rules a police force well paid to look the other way. But one Federal Agent is determined to form a group of officers above bribery, he's Elliot Ness, they are...The Untouchables. Their mission: Get Capone.

The six level game is a belated tie-in of the movie that's long done the rounds in video shops. Never mind, it's great in its own right.

Ness opens the game with an abortive raid on a Chicago warehouse suspected of holding illegal booze. A police department mole has tipped off the mob, and they're waiting guns at the ready.



As you blast the baddies amongst the scattered crates, arrows appear which lead to one of ten white-suited men who possess useful information, shoot them to gain the info, but watch it: if one of the other guys gets it he turns white, and the chase is on again. Ten percent of the information is collected with each successful hit, but 100% is needed to complete the section. You start the game with a rifle, so pick up violin cases for machine guns; and roses for energy — you need as much as you can get.

Level two sees Ness and team at the US/Canadian border to stop a band of bootleggers from escaping. You start with Ness on the ground amidst parked trucks, avoiding the hiding gangsters' bullets. His rifle with telescopic sights can pick off targets as they pop their heads round the trucks, using the cross hairs on screen upper right. He dodges bullets by rolling to the left or right. Alternatively, roll off the edge of the screen to select one of the other three Untouchables. Victory on this level gains the documents Ness needs to convict Capone.

Only Capone's accountant can decipher them however. To stop Ness getting his hands on him, Capone bundles his hapless minion off to the station to catch a train out of town. In hot pursuit, Ness and Co are ambushed in an alleyway: Tommy gun blasting hoods in windows and cars. The usual shoot-out occurs to clear the scene for a race to the station. Switch from Ness to team members as before, but watch out: your double barreled shotgun needs constant reloading.

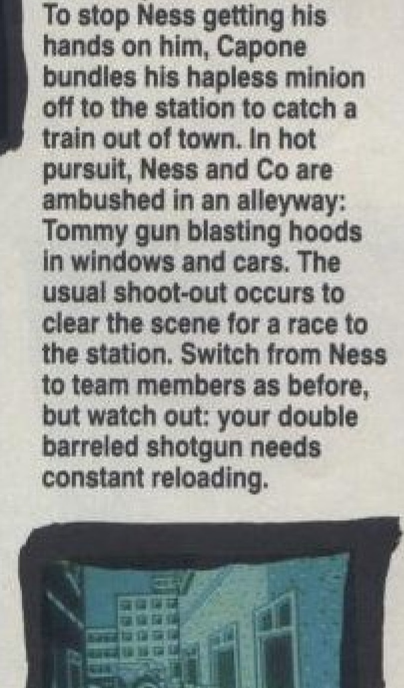
NICK You dirty rat, buy this game or it's the big sleep for you, blue eyes. The Untouchables is graphically and sonically great and really gives you the impression of being there as Ness and his Untouchables run around shooting hoods, saving babies and above all putting Capone away for a very long time. With six sections the game is certainly large, and in all of them you blast away at villains with a variety of portable artillery (vicious swine). If you enjoyed the film take a look at the game, if not get it anyway!
92%

Survive this and it's time to get Ness down the station stairs while blasting the opposition and (to make things trickier) preventing an innocent baby in a pram from crashing to death.

Ness finally gets face to face with Capone's accountant. But one last cowardly hood is using him as a shield. It's first person perspective shoot out time: kill the gangster without harming the accountant.

Capone is caught and charged with tax evasion. The trial sets off the final level with one of Capone's henchmen making a bid for freedom. A good old-fashioned chase ensues, ending on the rooftop. Will Ness get his man? It's up to you.

Great stuff. Ocean have brought Chicago to life. Atmospheric title tune (128K), beautifully detailed graphics and challenging gameplay add up to one addictive mean game!
MARK 95%





A winning, large, action-packed shoot-out in an Untouchable class of its own.

RATING

PRESENTATION	90%
GRAPHICS	83%
SOUND	91%
PLAYABILITY	91%
ADDICTIVITY	88%
OVERALL	**94%**


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BUDGET

This month's budget scene is dominated by rereleases, with only two originals in the line up. Nick Roberts sorts the wheat from the chaff...

Top Gun

The Hit Squad ■ £2.99 (rerelease)

Take my breath away...! Yes, Top Gun is back for a second stab at the software charts. When it was first released it got itself a cover on Issue 37 plus a 90% CRASH smash, but that was a long time ago. The game is basically a vector graphics style flight simulation with a colourful start sequence and logo on the title screen. All the in-game graphics are monochrome (boring white on black), and sound is just a blip when you fire at another plane.

I don't recommend playing Top Gun in one player mode: the game just gets so boring. Get a friend round and play against each other for much more fun — well, shooting your best friend always is, isn't it? The control panel in the game's very basic as is the title sequence, but there's some fun to be had.

There's three weapons to choose from. A cross-hair on screen represents a machine gun, a square sight a sidewinder missile and no sight the flare mode. Flares are used as a decoy and are the only defence you have against sidewinder missiles! Use them skilfully or they won't have any effect, and you'll be blown out of the sky. Some practice before you take on the other player for real is a good idea.

Top Gun is definitely not for fans of the film, only flight simulator fanatics may find some fun roaming around an empty sky. This one never took my breath away!

Overall 53%

Batman

The Hit Squad ■ £2.99 (rerelease)

This is a strange feeling! I've only just finished reviewing the new Batman game and now I've got to go back in time and review the 3-D style Batman game again. If you've ever heard of games like Head Over Heels, then that's exactly what Batman is like. Set out in a 3-D style that is just so successful. Unlike the Batman movie this game stars Robin the Boy Wonder as well as the Caped Crusader himself, in fact if it weren't for Robin there would be no game! He has gone and got himself caught by The Joker and Riddler (working together for some reason).

So what is your mission as Batman? You must rescue Robin of course, but it's not as simple as that. The Batmobile is split into seven parts, and these must all be found and assembled before you can even get out of the Batcave (why doesn't he just call a taxi?). All the Bat-equipment's also got to be found: things like Batboots, the Batbelt and the Batbag. All that lot's enough to keep you busy for quite a while. Even if you don't complete it first time (which you doubtlessly won't), the excellent graphics will keep you coming back for more and more.

Batman has been programmed to the highest degree with excellent jingles to accompany the brill graphics and playability. Another essential purchase if you have only just got your Spectrum.

Overall 86%

Kendo Warrior

Byte Back ■ £2.99

You are Kendo (I thought that was the make of my mum's mixer!), a ninja warrior with a mission, a mission to survive (hey that sounded good didn't it?). Using all your skill you must battle your way past the enemy and rescue the secret documents which they've stolen. Having done this, you make your escape via the awaiting helicopter and live to fight another day.

That's all very well, but what it really means is that this is another ninja beat 'em up to go along with the fifteen billion you already own. Though Kendo Warrior is one of the better ones, with some good looking graphics, even if they are mostly boring white monochrome, and an in-game tune. Instead of the action taking place on a horizontal scrolling background this is a split screen type. You can jump up through the roof (powerful legs!), or down through the floor, as well as going left and right into the various screens. Not only do you get enemies hitting you with sticks and throwing bombs at you on the ground, but also gun turrets and cannons stuck to the ceiling and walls. These spray out bullets in a set area and are best avoided as they cannot be shot or hit. The presentation of the game is of a high standard as with all the other Byte Back games I've seen.

Kendo Warrior doesn't hold anything new, but there's challenge in it for a hardened games player. A fun beat 'em up.

Overall 74%

Thunder cats

Encore ■ £2.99 (rerelease)

Thundercats is a brilliant game based on the highly successful cartoon series and takes the player through a wide variety of levels.

You start off having to slice and dice the nasty people who kidnapped members of the Thundercats team and stole the magical eye of Thundera. You play Lion-O, one of the main characters in the cartoon. The game is basically a beat 'em up, but such a well designed and implemented one you just flow along enjoying every minute. The game of course gets more difficult as you get on to the later levels, each one with its own full colour picture of someone from the cartoon at the beginning. The graphics on the levels are just as detailed, but with slightly less colour. Sound is also excellent with a tune at the start and plenty of in-game effects. Extra weapons, lives and bonuses can all be collected by shooting the mushrooms or trees. The extra lives are a must for collection, as you don't start with that many.

Thundercats is a fab game. Buy it if you didn't before.

Overall 84%

Crystal Castles

Kixx ■ £2.99 (rerelease)

Bently Bear has a problem: he's mad on collecting gems. As you can imagine this obsession could get him into trouble, and it does in Crystal Castles. The gems are scattered about the floors of 18 3-D structures jam-packed full of lifts, ramps, tunnels and hidden passages. Each of these levels has its own name, like Tree Wave and Doomsdome. Old Bently's task would be a simple one if it weren't for the creatures roaming the structures in search of bear burgers. These include Mad Marbles, Tree Spirits, Skeletons, and there's Berthilda the witch, who can only be killed by wearing the magic hat. Speed is also important if you're going to succeed in Crystal Castles: spend too long on a screen and killer bees swarm up and sting you (ouch!).

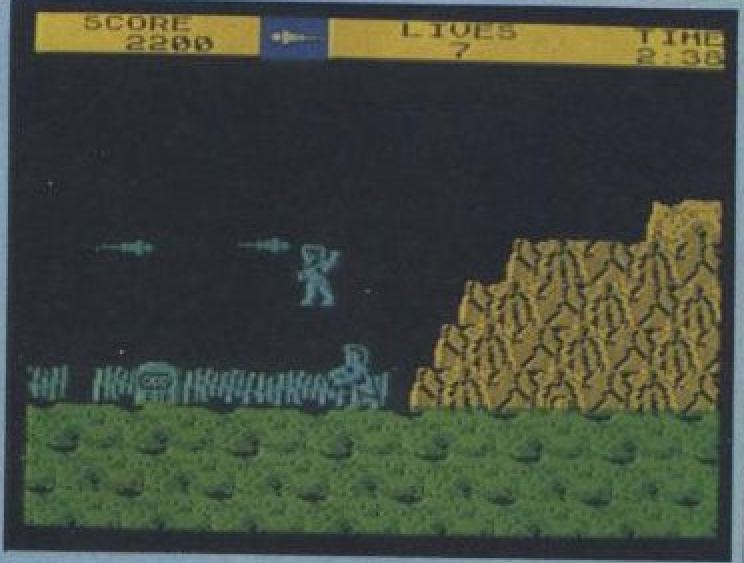
3-D graphics have been attempted over and over again on the Spectrum and the Crystal Castles version's almost unique to this game. It works really well too. Bently goes in and out of the tunnels and up and down ramps in true 3-D style. Bonuses are collected for extra points, the honey pot and magic hat being the most common, with 1000 points each. Once all levels have been completed it's back to the start again. But don't moan, because this time things speed up to provide a whole new challenge.

Crystal Castles is an addictive arcade romp with pleasant graphics and sound. Well worth the asking price and great for all the family. Happy playing ladz!.

Overall 68%

Ghosts 'N Goblins

Encore ■ £2.99 (rerelease)



Another arcade conversion of yesteryear, Ghosts 'N Goblins pounds back on rerelease. The game's still a fun bash 'em up today and is all about a gallant knight who tries to rescue a fair maiden. The silly girl has gone and got herself caught by the evil overlord, and now you must help Mr Knight (didn't he have a car called KIT?) in his quest. Various types of ghosts and goblins must be sliced with a sword, or jumped over if you are a bit chicken, as well as some rather larger beasties that take a bit more pounding before they let you past.

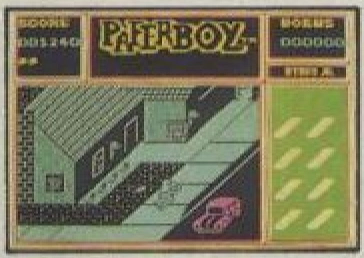
The game splits into several levels, each with a different layout and new problems for the player. The ghostly graphics are split into monochrome blocks, but are well defined and cartoon style, so this doesn't spoil the action. If the knight gets hit by a ghosty he doesn't automatically die: First of all his armour is knocked off and he has to go around in his undergarments (oo-er!), but hit again and he dissolves to a pile of bones. The few sound effects in the game aren't much and there is no tune but the addictiveness makes up for this. If you're looking for a cheap game packed with playability and challenging problems Ghosts 'N Goblins is here.

Overall 86%

Paperboy

Encore ■ £2.99
(rerelease)

Hey, what's this, a simulation of my brother on a Sunday morning? Sorry no, this paper boy actually delivers the papers and doesn't lose the Sunday magazines! Yes this is a simulation of a paper round, but that doesn't mean the game is totally boring. You must ride your bike through the streets dodging cars, cats, remote controlled buggys trying to deliver the papers. The buildings smoothly scroll diagonally past in monochrome and you should deliver to the places displaying a Sun sign outside. If you fail to deliver their paper they'll cancel the



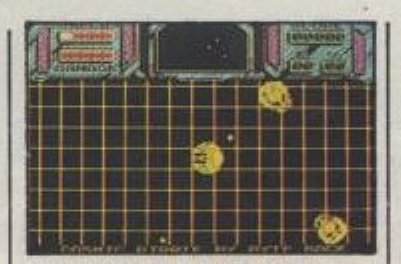
subscription and you may lose your job. If you manage to get past the street you go on to a practice track where papers must be thrown at targets and ramps jumped to give extra points.
Graphically Paperboy is very good; the buildings, cars and main sprite are all faithful to the arcade machine and the animation is O.K. Unfortunately the game can get very frustrating when you fall off the kerb and get run down, or get set upon by a mad roadworker! Soundwise it's very 48K, so all you 128K owners had better not expect a masterpiece, but spot effects and various jingles keep you happy. Despite the odd annoying mishap Paperboy is playable and will keep you occupied for some time.

Overall 67%

Cosmic Pirate

Byte Back ■ £2.99

Your name is Guy Manly, the roughest and toughest pirate in the galaxy, and your aim is to make crime pay in space. The 'council' have given you orders to hijack innocent space truckers and sell all the cargoes from them for a big



profit. Not wanting to risk your neck by going out into space without knowing what's there, various mission simulators have been installed for you to practice on until you've earned enough points to get into the real thing. Have you got what it takes to satisfy the council and make yourself piles of dosh?
The first thing that hits you in Cosmic Pirate is the excellent presentation. The Byte Back logo wobbles up the screen at the beginning, and the layout of the whole game is good. The actual space fighting scenes remind me of Hunter's Moon, a Thalamus game on the Commodore 64 (ooo, swear words!), the graphics and way the ship is controlled are very similar.
The game isn't just shooting aliens that attack you occasionally. You can pop down onto planets and clear them of aliens for extra points, collect extra equipment to improve your ships capabilities and view data on each space truck before you attack it. All this is quite fun for a while. Cosmic Pirate is a good shoot 'em up that will appeal to fans of this style of game. Others may find it a bit boring if they don't get anywhere after the first few goes.

Overall 67%

Monty On The Run

Kixx ■ £2.99
(rerelease)

Poor old Monty is still running, years after the game was first released back in 1986. If I remember rightly, when Monty On The Run first came out we ran a poster offer with Gremlin, and the screen telling readers all about it is still at the beginning of the Kixx tape. Please don't write in asking for your poster and badge though, because they ran out three years ago!
Monty On The Run's still an immensely playable game. The platforms and ladders idea is one that will never die, and this is one of the best games to use it. Monty Mole, star of many an adventure (see CRASH Megatape, Issue 65), has been locked up in prison which doesn't please him much. Not being one for small spaces he decides to escape, but things are not so easy. There's a 21 piece freedom kit to help him along his way, but he's only allowed five objects from it. If the wrong five are selected he'll get so far in his escape and run into trouble! Poor Monty!
Your quick thinking and arcade skills are tested to the full and the cartoon style graphics are appealing. The game's packed with wide variety of colourful, animated nasties that move around each screen in a set pattern. It's best to spend some time studying the screen layout to try and find the best way through before you jump in feet first. The slightest touch of any nasty character and Monty is no more! If that wasn't hard enough there are such traps as broken lifts, crushing pistons and deadly water.
If you've never played Monty On The Run before you've got a real treat in store and hours of endless fun. Slightly aged, but still busting with playability.

Overall 74%



50 CRASH SMASHES UP FOR GRABS!!

CodeMasters are giving away 50 — YES 50!!! — copies of the brilliant *Operation Gunship*!!

It's been chaos since we let Nick Roberts loose on the budget section last month. He's a tough cookie, so when he says a game is good you'd better believe it! But when he infrequently cooly snaps that a game is a Smash, you've just got to load it onto your Speccy screen - or wimp out!

Last month he Smashed CodeMasters brilliant aerial shoot 'em up *Operation Gunship*. For a start, according to Nicko, the presentation is leaps and bounds ahead of most full-price software. And it is! Start the game — and the landscape just rolls down amazingly, the world unrolling: and it's soooo smooth! But what about the action? Well, it's tough and it's incredibly addictive.

Your mission in *Operation Gunship* is to rescue eight hostages from islands using your battle chopper. Fly to a base, blast it and let the hostage come running out. Whisk him up and buzz off! Quite an exceptional game — utterly macho grunt!

If you want to be in with a chance of winning one of the 50 *Operation Gunships* on offer dial **0898 555 084** and listen out for the three questions — don't worry they're not too difficult! Once you've chosen your three answers write them down on a postcard or the back of a sealed envelope and send it to: **GUNSHIP COMPO, CRASH, PO Box 10, Ludlow, Shropshire SY8 1DB.** Entries by 16 November and compo rules are there to be followed, got that scum-bag?!

DIAL AWAY

WIN AN OPERATION!!!
0898 555 084
No, not one where doctors pull your inners around, but THE fabbo Smash from CodeMasters: Operation Gunship! And we have 50 — count 'em 50! — copies to give away. All you have to do is phone up and answer the three questions correctly!!

0898 555 082
GOSSIP AHOY!
What's happening in the Speccy world, it's the latest and greatest news facility!!

0898 555 083
NICKO'S 'FLAMBOYANT' TIPS
Mr Tips himself brings you up to date with the latest safety lines!!

Calls cost 25p per minute during off-peak time and 38p per minute at all other times. If you don't pay the phone bill ask the person who does — or they'll make your day! CRASH Hotlines are brought to you by CRASH Ltd and Chatterbox Ltd.

FLIPPIN' HECK IT'S DECEMBER — CHRISTMAS!! - ALREADY!!!

Blimey! So it is! So why not start early with CRASH Christmas Mega-Spesh on-sale November 16!!

RESERVE YOUR CHRISSY TREE NOW!!

Then again, you could tear into the Christmas Mega-Spesh packed full of action and includes the SEVENTH smashing Power Tape! How many games? Four?! Five?!! Six?!!! Seven?!!! EIGHT?!?! Why is everyone going to be hyper this Xmas? Cos' the nation's playing our games!!

START BAKING CHRISTMAS PUD!

CRASH tells you what's worth playing this winter: All the top Xmas games will be here!! Miss out, and all you'll do is eat...PLUS: The lowdown on the SAM Coupe at last!

PLENTY OF SHERRY!!

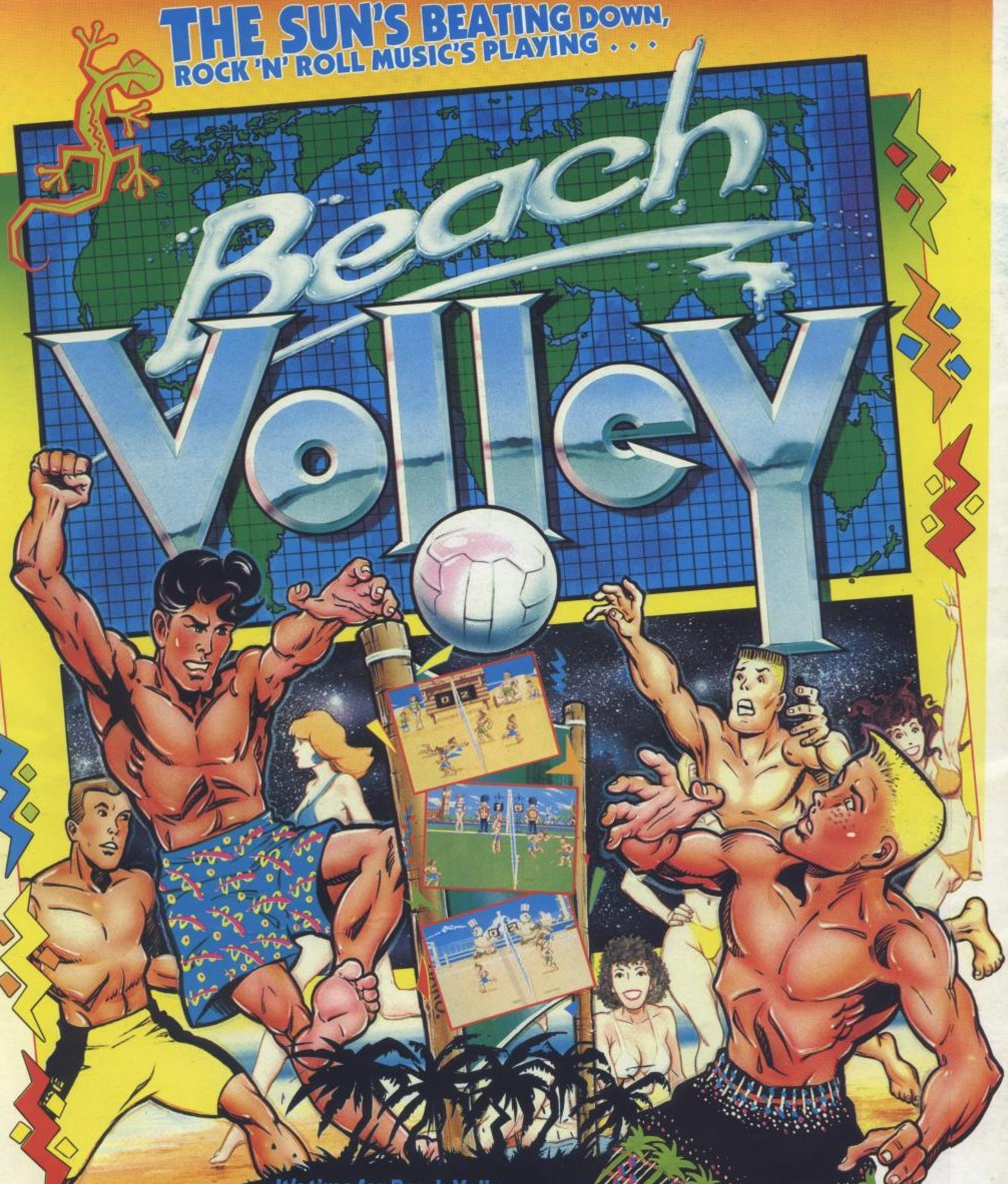
Hic! Buy other mags and drop off reading photo romances, says Nicko — stuff your nose into his brill playing tips section full o' cheats and come alive! Tuck into our smashing compos with great prizes, and a whole lot more to jingle your bells!!!

Make do with other old Speccy chestnuts (both deserve a roasting), or join us for a live-action festive — or blasting — CRASH Christmas Mega-Spesh! On-sale November 16, £1.95!!!

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